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DRAGON QUEST® IX

Sentinels of the Starry Skies

COVERS NINTENDO DS®

By Michael Lummis and Michael Owen

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A New Dragon Quest Begins!

The long-lived, and much loved, series of *Dragon Quest*® continues. Not only have the remakes for the Nintendo DS been a rousing success, but now players are getting an entirely new installment to enjoy!

Dragon Quest® *IX: Sentinels of the Starry Skies* has a massive storyline, well over 100 side quests, a bestiary that tops the charts, and more items and equipment than you can shake a slime at. Putting in 30-40 hours only reveals some of what this incredible game has to offer.

It also holds on to many of the series' traditions, even returning to a mechanic that hasn't been seen in quite some time—you get to create your own hero and your own party! The possibilities are limitless, and this guide contains more than a few ideas about what to create.

Would you like to see more? This book has everything you need, both in the main game and for all of the post-game glory. This guide shows you how to create gear that is better than anything you can buy at a store. Accessorize your characters. Kill all the monsters while making a fashion statement. Play with friends. Find hidden treasures. It's all here for you.

Do you prefer strategies for besting the meanest bosses? Those are given, of course, but this book takes that a step further. Learn how to craft your party and use the vocation system to maximize each of your characters. You'll be given ideas for the short-term as well as the long-term. Creating the deadliest character on the block takes dedication. This book can help take you there.

The maps in this guide show you all of the world's hidden items, equipment, recipes, and quest givers; it's all right here—at a glance! You can save time searching and instead immerse yourself in *Dragon Quest*'s wicked combat. Push through the story without extra leveling if you want a challenge; there are many suggestions for where to go if you want the shortest and most challenging path. Or, if you're a person who wants to build up, the guide tells you exactly where to search for glorious, naughty, almost inappropriate levels of power.

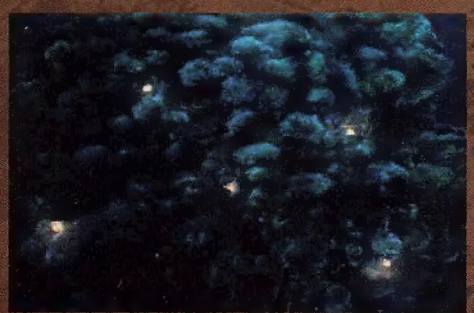
But, enough with the lead in. You came here for *Dragon Quest IX*, and we're happy to oblige. Let us begin.

OUR STORY SO FAR

Your hero in Dragon Quest IX is a celestrian. These angelic people are guardians of the world below, and call the world of mortals the Protectorate. Though many of the celestrians are distant from the people they protect, their hearts and their duties are in the right place.

Your hero is one of the celestrians who trains to watch over mortals directly. Unseen, your hero has been learning how to protect the people of Angel Falls, a small village. Your superior is an older celestrian named Aquila. He's shown your hero the ropes, and it's almost time for a changing of the guard.

Other celestrians live above, high in the clouds, in a place called the Observatory. This is also the home of the Great World Tree, Yggdrasil. The celestrians hope to collect good will from mortals. When mortals pray and give thanks to their guardians, that positive force solidifies into something called benevolessence. The celestrians collect this material and bring it to the Great World Tree. In time, they pray that this will make Yggdrasil bloom.



So, life is good. There are rumors of a celestrian who disappeared in the Protectorate. But most people don't talk about this, and it's probably no great concern. Rumors being what they are, it might not even be true.

What is your role in all this, and how will your hero fare as the guardian of Angel Falls? That remains to be seen.

Learning the Basics

You have to start somewhere with every game, and *Dragon Quest* games are no exception. This chapter reviews the basics, like what menus can you use, what the options do, how you move around, and so forth. Veterans of RPGs on the Nintendo DS and returning *Dragon Quest* players might want to skip ahead to the more advanced gameplay chapter.

Viewing the Game

Dragon Quest IX uses both screens of the Nintendo DS at all times. While you're moving around, the game displays the party's actions on the lower screen and the map of the local area up top. These maps are quite clear, so it's always easy to tell where you are.

Look for a series of dots up top. That's your party! You often see them all together, but that's only during single-player exploration. If you invite other *Dragon Quest* players into your game, things split up. The other players can explore on their own, so you get a chance to loot separately, start quests, and so forth. When that's the case, the map becomes even more useful—look up top to see where your friends are exploring.

The above screen explanation holds true whether your party is in a town or out in the wilderness. Unless you're looking for a treasure map (which is explained later), there isn't much difference between being in a town/dungeon or outside in the wild. Note that you can tell where your party is standing by looking in the upper right corner of the top screen. The name of the town/dungeon is written next to the current floor readout.

Sometimes, your party passes through areas that have monsters. In this *Dragon Quest*, it's possible for your party to avoid many encounters. The monsters always appear on the screen, and you only have to fight them after bumping into thm. Run around random encounters if you're trying to stay safe or move quickly between areas.

When a fight starts, the map disappears from the top screen. A combat menu appears at the bottom; this lets you control your party. The top screen is then used to show you what's going on. Action is entirely turn-based in *Dragon Quest IX* (as it has been in all of the major releases), but the fighting is fully animated. Your characters' equipment shows up on their models, and the monsters get hit by your characters while you watch. It's all rather exciting.

Even newcomers should get the hang of this VERY quickly.

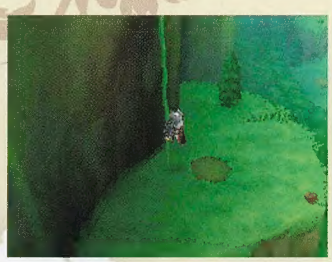
Using the Stylus

Dragon Quest IX has stylus support. Press it against the lower screen and drag the stylus in a direction to control your party's movement. Or, tap on menu options to select them. This works without any hitch, but you might find it slightly faster to use the traditional controls.

This is entirely a matter of preference. There aren't any advantages or disadvantages to either method, unless you're worried about tapping the wrong options with your stylus.

If this is the case, remember that you can back up to any previous combat menu/option by pressing Ⓑ. This works all the way up until the combat round is initiated.

Movement



The analog pad controls your party's movement. Press left to move the group left. Push up to move them up. This couldn't be easier. There is no running or sprinting in the game, so you always move at full speed.

Characters can't normally move through most obstacles. Waterways, walls, and other such things completely block movement. There are a few climbable vines or ladders to deal with. To use them, approach the object and push toward it. If nothing happens, the object cannot be bypassed, so don't worry about it.

INTERACTION

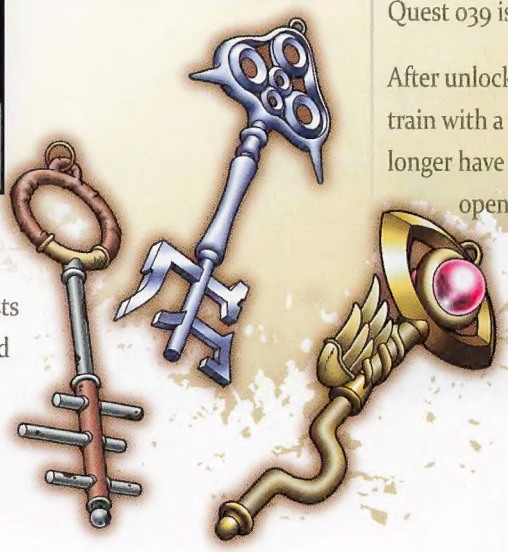
Your characters need to interact with a variety of people and objects throughout the story. This is all handled in a similar manner. Approach the object or person in question until an icon appears over your hero's head. This lets you know that you're capable of interacting with something. When that happens, press Ⓐ to start the interaction.

If the target is a person, your hero immediately starts talking to them. If the target is an object, your hero does whatever is appropriate. For bookshelves, that means reading anything interesting on the shelf. For breakable objects, that entails destroying the pot or barrel and seeing if anything is inside. For chests, that means opening the chest and looting whatever you find.

Talk to everyone you find to learn more about the world, to begin quests, and to advance the story. This guide tells you who you need to talk to for major plot events and side quests, but there are literally hundreds more characters that are in the world to tell you stories, joke around, or add flavor to areas. Don't skip these people unless you're in a hurry!

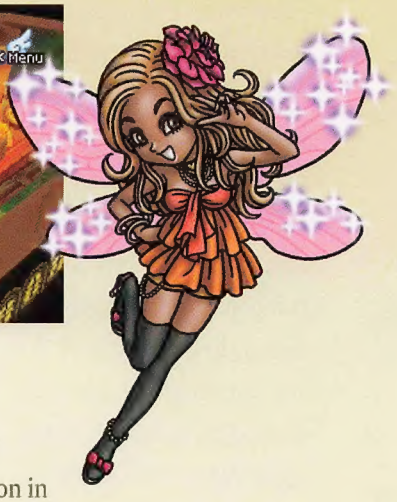
LOCKED DOORS

Many paths are open for a hero, but not everything is ripe for the picking. A few chests and even more doors are locked with various qualities of locks.



The three key types in the game are as follows: a thief's key, the magic key, and an ultimate key. The first opens doors and chests that look normal but are listed as locked when your hero tries to use them. The magic key opens doors that are large and blue. Finally, the ultimate key unlocks barred doors (the ones that look like old-fashioned prison cells).

THE STARFLIGHT EXPRESS



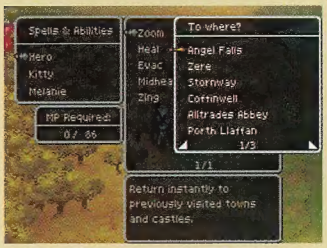
There is a flying train called the Starflight Express, staffed by a faerie named Stella. She's a friendly sort, and your hero meets her early on in the game. She's also the person responsible for maintaining your party's Battle Records.

Initially, you can't control the Starflight Express directly. It can only go to specific locations. Blue, glowing trees represent landing locations for the train. Approach these to get on the Starflight Express and head out from there. There's nothing to it.

Late in the game (after you've completed the main story) there is a chance to unlock the Starflight Express for your personal use. Quest 039 is responsible for this.

After unlocking the Starflight Express, your hero can summon the train with a special whistle and fly all around the world. You no longer have to disembark at beaches, with your ship. Instead, any open spot of land is viable.

ZOOM, ZOOM, ZOOM



Your hero learns a spell called Zoom. This lets your party transport themselves from any outdoor area to a variety of towns that your party has visited. As soon as you enter a town for the first time, it becomes available as a Zoom destination. Use this spell regularly to cut down on travel times.

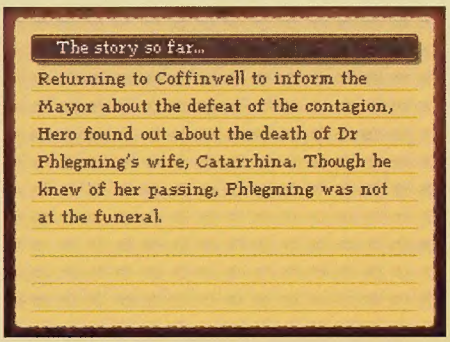
USING A SHIP

Your party won't always have to leg it around the world on their own. Eventually you come into possession of a naval vessel. When that happens, direct the ship as you would your party on the ground. This sends it left or right, up or down, and around the seas. Approach sandy areas of any continent and disembark when you're ready to leave the ship and explore.

Menus

Dragon Quest IX is complex enough to warrant a variety of menus. Don't ignore the options at your fingertips; these menus provide quite a few ways to find out what to do, where to go, and who to hunt!

THE STORY SO FAR...


The story so far...
Returning to Coffinwell to inform the Mayor about the defeat of the contagion, Hero found out about the death of Dr Phlegming's wife, Catarrhina. Though he knew of her passing, Phlegming was not at the funeral.

While walking around the world, press Ⓨ to bring up the Story So Far screen. This gives you an update on the most recent things you've been doing. This option is helpful if you take a break from the game for a day or two. It's also helpful if you spend too much time building levels or earning gold. Use this as a way to quickly ask "What was I doing?"

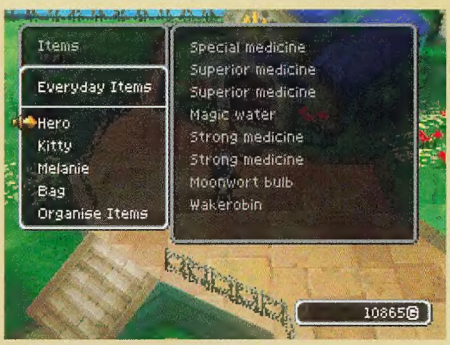
PARTY MENU

The Ⓧ button brings up the party menu any time you're out in the world. This menu has multiple submenus, so take your time figuring everything out.

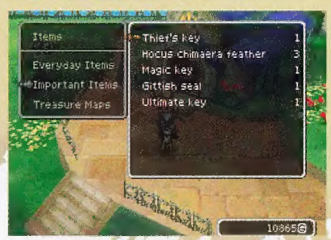
ITEMS

The first submenu deals with your party's items. Everyday items include usable goodies of various sorts (medicine, restorative tools, alchemical ingredients, and so forth). These can be freely traded between any of your characters. There is also a bag that holds your extra items.

Make sure that every character has access to the tools he or she needs in battle. The bag can only be used outside of combat, so characters need medicine/herbs/etc. on their person before a fight starts.



Look across your characters and inside the bag. Highlight an item to use or trade it. There is also an option called "Organise Items." This takes all of the spare goodies on each character and throws them into the bag. This can be done individually or for the entire group. It's quite convenient after running through a dungeon and getting a variety of spare loot.



Important items cover essential quest objects, keys, and other things that you won't trade, give up, or use directly. View your list from here, but realize that you can't really do anything with them.

Select "Treasure Maps" to change the entire view screen. This brings up a new menu with all of the maps that your party owns. Select one to begin actively searching for it. This takes down the top screen's normal map for awhile. Instead, the top screen shows your objective. Be aware that you can close this at any time and go back to normal hunting.

EQUIP

Select this option and then choose a character to look at. You see a view of that character (on the left), and then a list of his or her equipment (on the right). Click on any equipment slot to see what choices you have for that character. Remember to re-equip characters after they change vocations! If your character goes into a new vocation, he or she gets stripped down to a basic equipment set. When returning to vocations you've used before, the game instantly retrieves the list of equipment you were using and checks if it's possible to equip your character in his or her old gear.

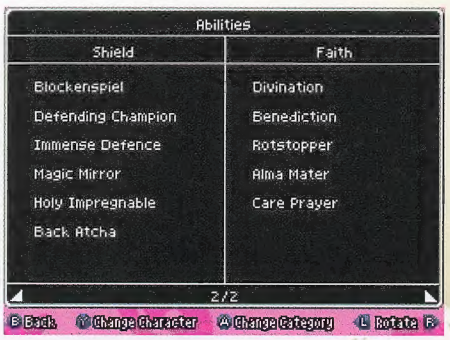
While in the equipment screen, use the shoulder buttons to rotate your character and view him or her from any angle. Pressing B takes you out of this screen, and Y is useful for changing characters without having to back out.

Notice the top screen when you're switching equipment. The game lets you know which attributes are going to change. This helps in figuring out whether something is an upgrade. Also, highlighted equipment pieces are described on the top screen. This usually reveals if the equipment has secondary benefits (e.g., making you resistant to certain spells or abilities).

ATTRIBUTES

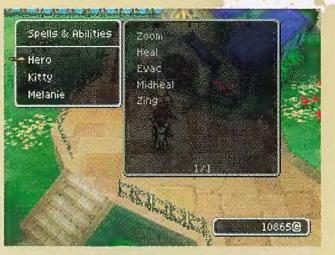
The attributes screen gives you the choice to see one of your characters in immense detail or to see a summary of your party's stats. The whole party summary tells you everyone's current HP/MP, vocation, level, attack, defence, and agility. It also lists (on the top screen) your time spent adventuring, gold on hand, gold in the bank, and the number of mini medals you've collected. While sitting in the normal menu, the top screen has some of this information already.

Select attributes and pick a specific character to find out a full listing of his or her attributes. Press Y to jump between characters, or use A to toggle between a general status screen, spells learned, abilities, traits, and vocation levels.



The traits screen is especially useful because it clues you in on the passive benefits your character has learned through the skill system. That information would be tedious to find otherwise, so it's much easier to check the attributes page for it.

SPELLS AND ABILITIES



Open the spells and abilities menu if you'd like to use something your character has learned (from vocation skills or from spells learned while leveling). Healing, certain search abilities, and other various powers work outside of combat. In fact, some of them are exclusively non-combat abilities. Heal is an example of a spell that works either way. Zoom, a teleportation spell, is an example of an outside of combat spell. Snooze, a sleep spell, is a combat-only spell. You get the idea.

When you select a spell/ability, the system lets you know how many MP it's going to cost. Make sure that your character has enough!

BATTLE RECORDS

Your group won't start the game with a Battle Records option. This is unlocked after a short time in the main story. Once you have it, look inside here for a wealth of information.

Stella, a friend of your hero, records pretty much everything about the game: monsters you've beaten, gear you've found, alchemy recipes, quests, and more. These are discussed in far more detail later in this chapter.

MISCELLANEOUS

The last menu option is "Misc" (for miscellaneous). This gives you even more tools to play with when selected. These options are also described farther along in this chapter.

BATTLE RECORDS OPTIONS

After recruiting Stella, you can access Battle Records at pretty much any time outside of combat. As soon as you open the Battle Records, Stella gives you a comment on recent events and has the opportunity to award any new accolades. Sometimes these trigger because your party reached a milestone in equipment, monster hunting, or some other major aspect of gameplay.

If there are multiple accolades awarded, Stella gives you the first and won't present the next until you leave the Battle Records and come back in. When you suspect that this is going to occur, go ahead and press Ⓑ to exit and Ⓐ to come right back in. Do it a few times to clear out a laundry list of big achievements. This most often occurs when you haven't used the Battle Records for quite some time.

Stella
Just press the X Button and then select 'Battle Records' or press SELECT, and you'll be able to see all the glory details.

GET A STATUS REPORT FROM STELLA

Stella's comments appear on the bottom screen. Like the Story So Far, she'll let you know what you were most recently working on. Her comments are a wee bit tongue in cheek, but don't let that get to you.

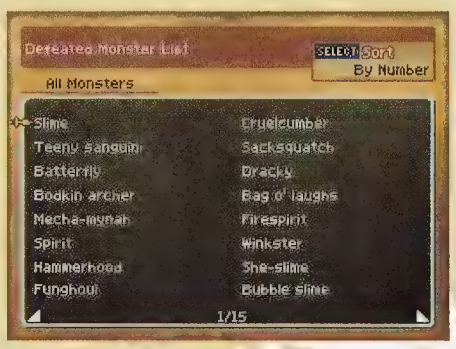
CHECK YOUR PROGRESS

On the top screen is a summary of your team's progress. Find out about Challenge Quests, battle victories, alchemical work, and more. You also get a percentage readout for your alchemical creations, the item list, your wardrobe (i.e., equipment used), and your monster list.

You can raise these percentages by hunting new monsters, crafting new items/equipment with alchemy, and by equipping all gear at least once. There are quite a few accolades associated with these percentages! Special accolades are awarded when you find combinations of equipment that look perfect together. Try mixing and matching to get them all.

DEFEATED MONSTER LIST

There are several options on the bottom screen. The defeated monster list is the first; select it to view the monsters that your party has encountered. You can view the list in sets of families or in one big block. Learning the members of each family has genuine value; there are multiple special attacks that deal extra damage to a specific family. If you're knowledgeable about these unique attacks, your characters have an easier time knocking down those targets.



Press the Select button to change the sorting method for the monsters. This helps because you can put things in alphabetical order and look up individual creatures quickly.

Monster entries fill out as your characters fight the beasts and defeat them. At first, you won't get a secondary description of the monster, nor will you know all of their locations or item drops. The more you fight, the more you learn. Stealing helps you learn about items. Using the Eye For Trouble thief skill adds more information to the main entry.

If you're trying to find the locations for monsters, this is the best place to go. Well, you can also use this book, but it's good to have options!

In the "Items Dropped" portion of a monster entry, the more common item is listed first. The lower item is the rare drop. Some of them are extremely hard to find.

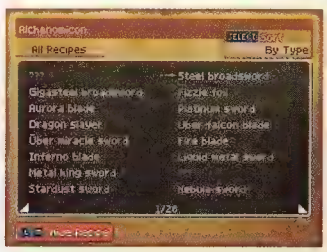
WARDROBE

The wardrobe screen is similar in functionality to the monster list. Sort the items either by type or name, and then look up the ones that interest you. The information for each item is the same as you would find in the equipment screen.

ITEM LIST

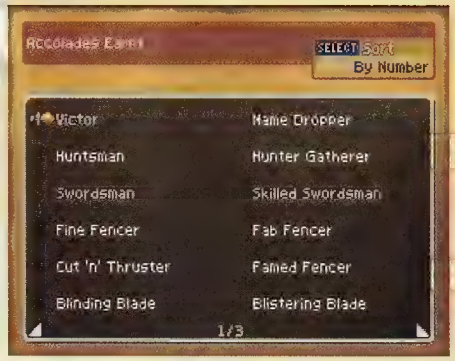
The item list does the same thing as the equipment list, but there's an extra perk. This menu gives you tips about where to find these tools and ingredients. Look at the top screen of a highlighted item. The "Found In: and Dropped By:" headers give you ideas where to search or hunt for the things you need the most. The former identifier is telling you that the item is a ground spawn in various maps. The latter informs you that the item is dropped when a specific monster type is killed.

ALCHENOMICON



All of your alchemical recipes are stored here. If you haven't used the recipe yet, the information about the final product will be vague (with a question mark up top). Once you've completed the recipe, this fills in with more information about the final product.

ACCOLADES EARNT



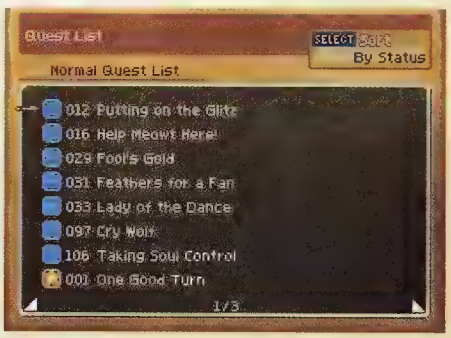
Review your greatest moments by looking through the accolades screen. There isn't anything you can do here to manipulate the titles; it's just a record of what you've done in the game.

QUEST LIST

Challenge Quests are the side missions in *Dragon Quest IX*. These are entirely optional, but many of them have interesting stories, expensive (or even unique) rewards, and they're fun to do.

Stella reviews current quests here, as well as those your party has already completed. Your hero can only accept eight simultaneous Challenge Quests. After that, you can't get more of these without either beating a quest or dropping one of them. This is the screen where you drop them. Select a quest that you don't want to work on and press Ⓐ to give it up.

Don't fret. You won't miss your chance to beat that quest in the future.

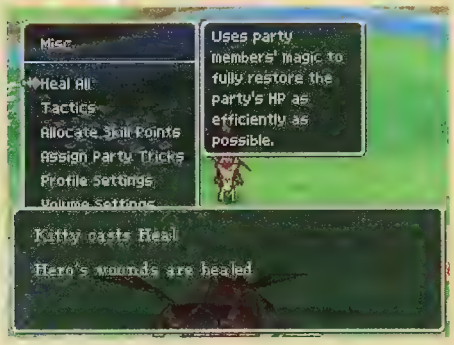


The original quest giver can restart the mission at any time in the future. Be warned though, any progress you had within that quest will be lost and must be redone.

COMPLETION RECORDS

After beating the game, this option appears. Completion records let you know what your hero's stats were at the time the game was beaten. Review these to compare your runs against each other, or to see how you fare when lined up with your best friends.

MISCELLANEOUS OPTIONS

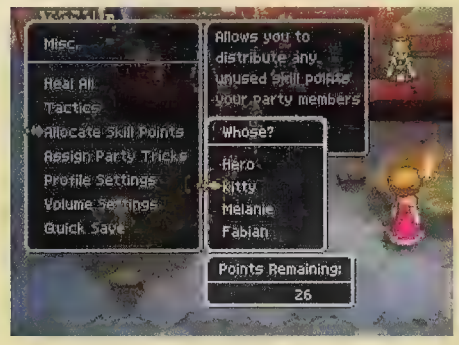


HEAL ALL

Use this to have your party's healers automatically get everyone to full health. This is often somewhat inefficient because the healers top off characters even if they're only missing a single HP. Use Heal All when you know that a boss fight is coming up and you don't care about wasting a bit of MP. It's certainly a quick way to confirm that everyone is at his or her fighting peak.

TACTICS

The tactics screen gives you options to change characters' place in the battle rotation. Switch between being in the front line and the back line, shift your characters' colors (as they appear on the map), or alter AI tactics for times when those characters are set to fight automatically.



ALLOCATE SKILL POINTS

This option appears after your hero reaches level five. Skill points are gained in every profession. These are used to train in weapon skills or vocation-specific skills. Abilities and bonuses gained through skills remain with your character even if you switch vocations. However, any weapon-specific bonuses are only applied if your character is currently using a weapon of that type.

It's possible to save skill points for later, and this screen is where you go to spend the points. Do this if your character doesn't want anything major in his or her current vocation. Gain levels and save points instead. Then, when you change into a new vocation, spend those points you banked on abilities that are more attractive. This technique can get you power quickly.

ASSIGN PARTY TRICKS

Party tricks aren't used often in the main game (though they do come up from time to time). Instead, these are more of a social option when you're playing with other people. Open this screen to bind specific party tricks to your direction pad. Select anything you like from the tricks your hero has mastered.

To use a party trick, hold down Ⓑ while you're outside of all the menus. While Ⓑ is depressed, push the direction pad toward the side that corresponds to the party trick you want to use.

Note that you can bind several party tricks at once to the down arrow. Mix up your own dance routine in this way.

PROFILE SETTINGS

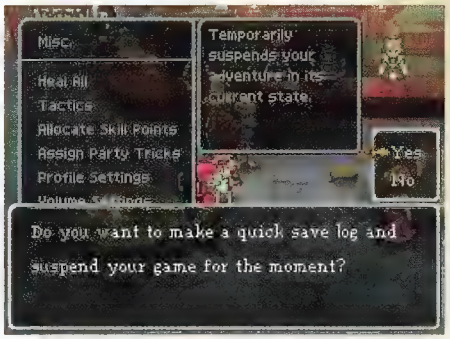
These are primarily important for multiplayer use. Enter this menu to set your hero's location, birthday, title, speech style, and greeting.

You can only choose titles from the list of accolades that your hero has earned. There are hundreds of these in the game, so you end up with many choices.

Everything else is pretty much up to you. Decide whether to use your own information or craft a new persona for your hero. Either way is fine. Try not to be crude, since you may end up playing with a variety of other people.

VOLUME SETTINGS

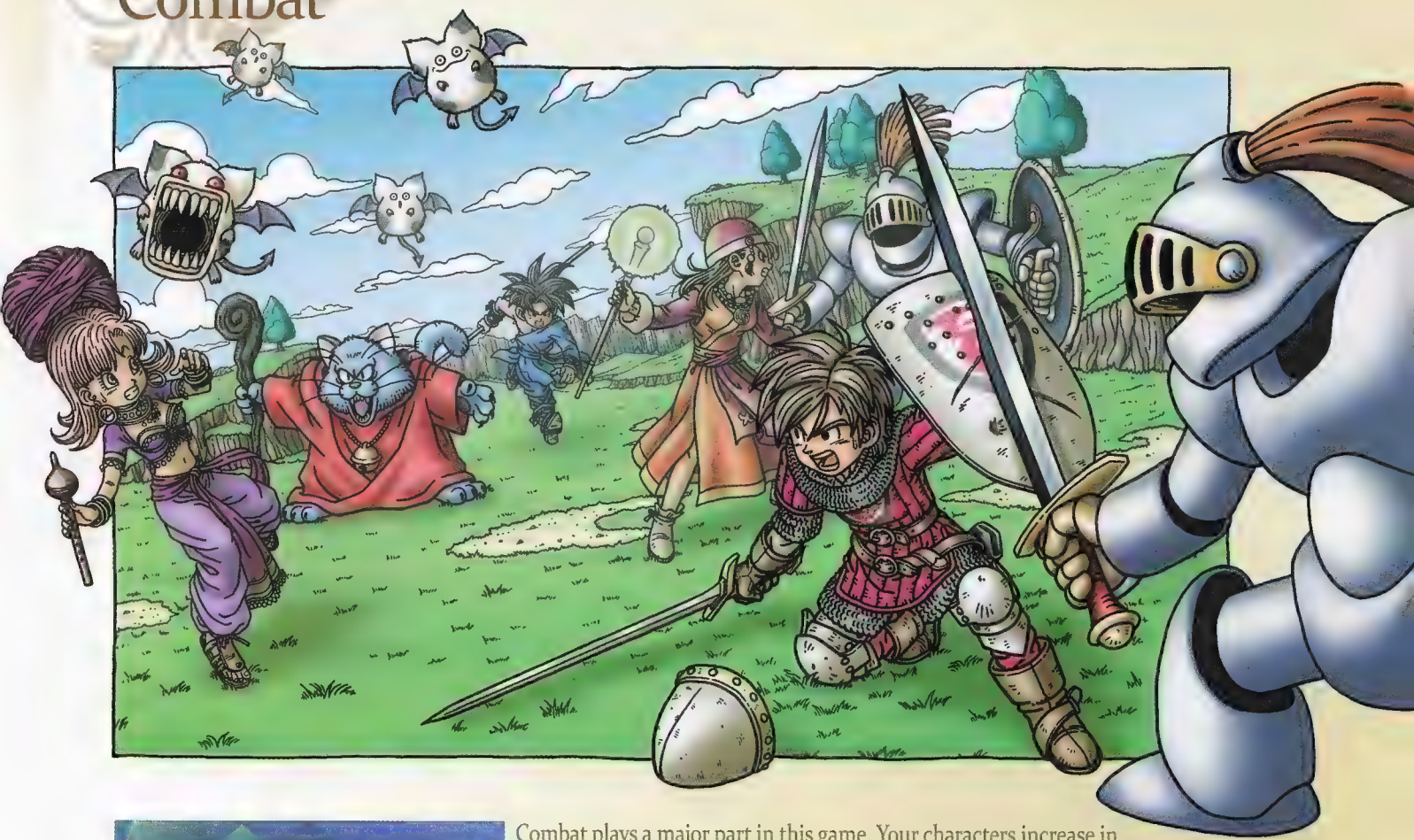
This lets you adjust the music and effects volumes independently. There isn't much else to say about it.



QUICK SAVE

If you're in a pinch for time and can't make it to a priest to save your game, use the quick save. This suspends gameplay until you open the game again and choose to return to your save.

Combat

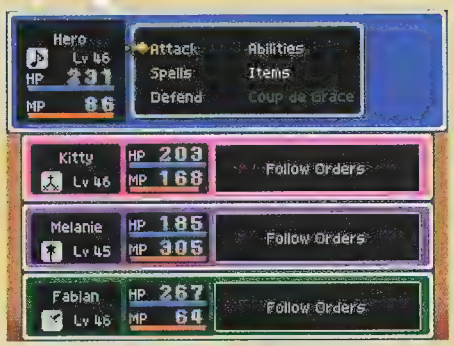


Combat plays a major part in this game. Your characters increase in power through battle. This is one of the most common ways to get items and equipment, it earns your party money, and it also grants experience. Fighting is fun (because you don't have to get chopped up in real life and your characters are pretty hardy).

Approach a monster and bump into it to start a fight. Boss encounters are usually triggered by talking to rough looking chaps, so even those battles aren't much of a surprise. This makes it easier to know when to heal your group ahead of time.

A new menu appears when combat starts. Before each round, this menu queries whether you wish to do the following:

FIGHT



This lets the game know that you're ready to start giving commands. Your hero then gets to choose whether to attack in melee, defend him/herself, use items, cast/use spells or abilities, or launch a coup de grace. All of these are covered in "Advanced Gameplay," the next chapter of this book.

All characters in your party need to be given instructions unless you've set the AI to handle this for you. This is done through the Tactics submenu. It's best that you handle character instructions on your own, unless you're in an easy area and have no fear of losing. It's often more effective to manage each of your characters; it's also more fun.

EXAMINE

This command gives you a vague idea of the enemies' intentions. Monsters that are getting ready to attack might do just about anything. Creatures that size up your party may be nervous; if they're low level, they might even flee. When monsters are enraged, this command reminds you which character the monster is most likely to attack.

You don't lose any time in-battle or expose your characters by examining monsters. It's essentially a free action.

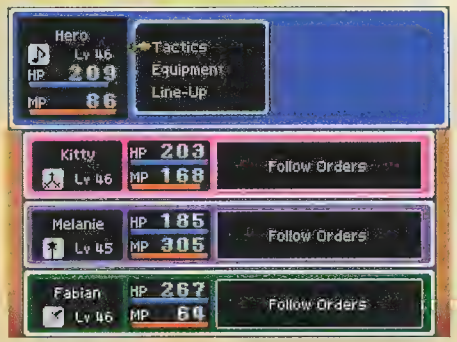
FLEE

Flee attempts to run away from the current encounter. If you succeed, the monsters don't get any attacks that round; your group goes back to the main map and you're free to go.

However, if your group fails to run, the enemy will block the way and get to make a free round of attacks. That's a bad thing, especially if you're running out of fear!

Think carefully before running. If your group is doomed unless you escape, go ahead and run. If you're not interested in the fight and just want to hurry through, go ahead as well. When a fight is dangerous but might be winnable, you may be better off just fighting through it.

MISCELLANEOUS



This opens a secondary set of choices. You can set AI Tactics for your party members here. This puts some of the people under the computer's control. You can set general behaviors and let the computer decide everything else about that person's actions. This saves a bit of time each round, but you lose a dramatic amount of control over the battle.

It's possible to shift weapons even during a fight. The Equipment option allows this for each of your party members. Use this to access weapons that might have strengths or special abilities that you suddenly need.

You can also change the Line-Up of your group during battle. This shifts characters between the Front Line and Back Line. Those in the rear are attacked less often and won't take as much damage. That obviously isn't true for those in the front, but characters in that position deal more damage in melee. Have tougher characters hold the front and let healers and casters hang back.

If a character (even a tough one) is suddenly in danger, consider putting him or her in back temporarily until he or she is healed. This does not cost any combat actions; your people can shift position and still attack/defend/etc. that round.

Gameplay

Now that you understand the basics, we can move into the really exciting stuff. *Dragon Quest IX*'s leveling and combat dynamics are more complex than many of its predecessors.

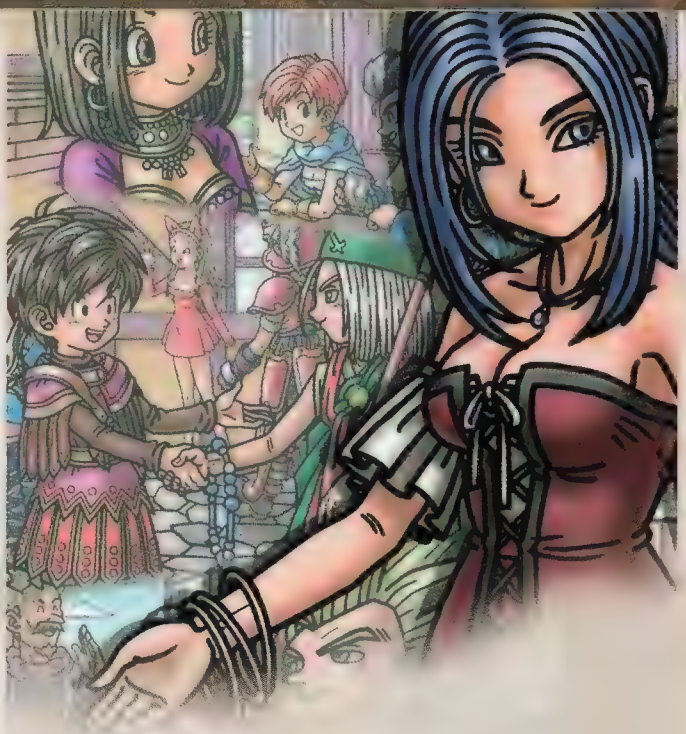
This chapter gives you extensive information about how to customize your characters, improve their strength, and find (or create) the best equipment in the game.

Party Dynamics

Because there are so many possible combinations of characters in *DQIX*, it's impossible to provide exact instructions on what your party should do in a given battle. Instead, most of the good advice for this game is more strategic in nature. You bring a group of abilities into an engagement with a good idea of what you're about to face.

Being effective in this way involves creating a group of characters that work well together. Skill synergy is a major part of large engagements. For example, four warriors could group together and deal high damage to their enemies, but they wouldn't be able to heal, raise each other's attack power, or do much besides bring down single targets at a rapid pace.

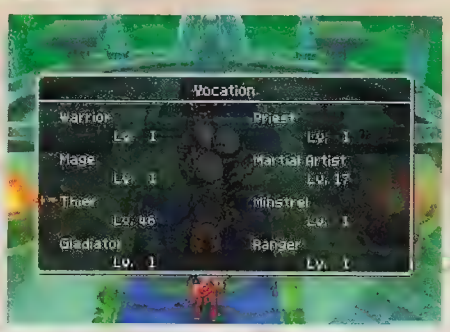
Change things a little. Throw three warriors and a mage together. You still don't have healing, but the mage's ability to cast Oomph can raise the party's damage potential to the point where those



warriors are fighting as if they had the strength of six instead of three. Losing one warrior gave the party a chance to dish out even more melee damage.

That's what party dynamics are all about, figuring out what your party needs to accomplish and then putting together people with the right skills for the task.

HOW TO MAKE A VERSATILE PARTY



The first step in finding your party combination is to learn what specific vocations do. The next chapter in this book explains all of the vocations in great detail, including their skills, spells, abilities, and attributes. But for now, here's a brief summary of these vocations.

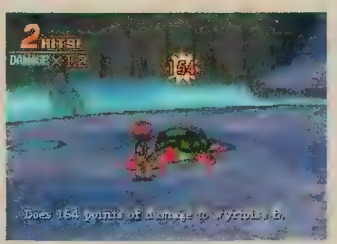
WHAT CAN WE DO?

VOCATION	WHAT THEY EXCEL AT
WARRIOR	Single target damage, damage mitigation
PRIEST	Party healing, removing status effects, some damage mitigation
MAGE	Area-of-effect damage, augmenting group damage
MARTIAL ARTIST	Single target damage
THIEF	Stealing items, single target damage, backup healing
MINSTREL	Single target damage, backup healing, applying status effects on enemies
GLADIATOR	Single target damage
ARMAMENTALIST	Single target damage, augmenting group damage
PALADIN	Damage mitigation, single target damage, backup healing
SAGE	Party healing, area-of-effect damage, some damage mitigation
LUMINARY	Single target damage, applying status effects on enemies
RANGER	Single target damage, applying status effects on enemies

In many games, there is a combination of powers that are referred to as the holy trinity: damage dealing, damage mitigation, and healing. Vocations that mitigate damage ensure that the group survives long enough for healers to come into play. The healers maintain the group during prolonged encounters. Finally, the damage dealers bring down targets to protect the party by killing everything that stands in their way.

These are the core components of any combat party (in almost any roleplaying game). So how does this affect *Dragon Quest IX*? Let's find out!

DAMAGE DEALERS



Damage dealers have a prominent place in *DQIX* because of the brevity of random encounters. It's possible to win many fights in the first or second round, especially if your team is heavy on damage output.

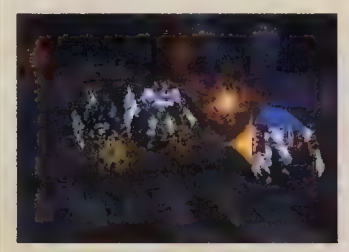
For this reason, many players will rely on extra damage to keep fights short and painless. You don't have to do much healing if the monsters die before they get many attacks, right?

The most typical *DQ* party might be as follows: two damage dealers, a mage, and a priest. You can't get much more general than that. The damage dealers could be a warrior and a thief, perhaps. This allows stealing, a backup healer, damage mitigation from the warrior, and a full spectrum of spells.

Notice that in this example, there are three damage dealers (the warrior, thief, and mage). But, a player who knows the game well can push the envelope farther. Imagine a party that drops even more of their versatility in the name of damage.

Combine a warrior, gladiator, martial artist, and a mage. Now you have four characters with the capacity to deal damage, and many of them are capable of higher damage than even other lethal classes.

For instance, the gladiator here is going to do much more damage than a thief!



So what are the advantages to this? Well, this party would win almost any engagement in the first round. The mage can cast area of effect damage spells when there are too many enemies to kill with melee attacks. Beyond that, the group hacks apart everything without delay.

Consider this breed of damage-heavy party when you're hunting for experience and gold. They'll bring it in faster than any alternative.

Bonus Damage from Combos

Melee attacks deal extra damage if they land in quick succession. The second hit in a row does 20% more damage than it normally would. A third hit does 50% more, and a fourth deals double damage.

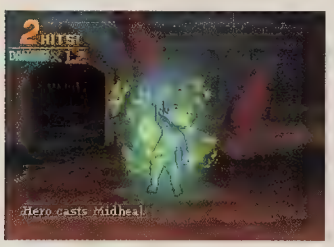
For this reason, a team of melee characters that attack in unison can be a marvelous thing. Even if a weak melee character initiates the chain, that character is contributing a great deal of damage by allowing the latter members to hit with their full force.

This is harder to set up than it sounds. Combos only continue if no monsters attack in between, if there aren't any misses (or failures to do damage), and if nobody stops to use spells or abilities. Only generic melee attacks work.

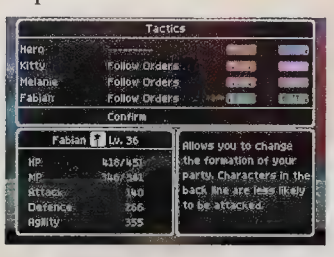
Combos are at their best against enemies that consistently attack before or after your entire party has gone. Use Acceleratle if it's possible to get your group to attack first. This is another way to raise damage for future rounds!

Do not use this type of party for boss fights. The longer the battle, the worse a damage-heavy party fares because they have extremely limited healing. Forced to use medicine or even medicinal herbs, such a group eventually becomes overwhelmed by damage in any serious mid- to late-game boss fight.

DAMAGE MITIGATION



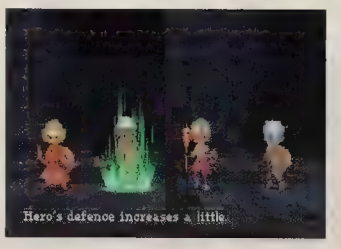
Dragon Quest IX doesn't have any vocations that are dedicated to damage mitigation without having some teeth of their own. The paladins are the closest to being a pure mitigation class, but their ability to use backup healing and deal single-target damage is quite reasonable.



Let's explain what damage mitigation is all about, since this is one of the harder concepts to grasp about party dynamics. Vocations like warriors and paladins protect the group by lowering total incoming damage and by making sure that the damage is directed at predictable, and preferred, targets. Part of this is accomplished simply by placing these classes in the front line of battle. Enemies attack characters in front more often than those in the rear. But that's not where this ends.

Vocations that mitigate damage often wear heavy armour. They'll have a better defence rating and a considerably higher resilience. If the same enemy attacks a mage and a paladin, do you expect the attacks to inflict the same amount of damage? Of course not. The paladin takes far less, and that doesn't even take into account the paladin's increased HP!

So, parties live much longer when they have characters with a certain amount of damage mitigation in their front line. Sages and paladins have the Kabuff spell, and priests have Buff. These spells reduce physical damage against affected characters. There are also magical damage reducers, such as Magic Barrier. Together, these spells provide damage mitigation as well.

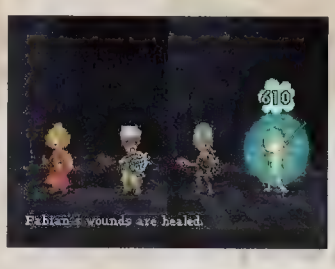


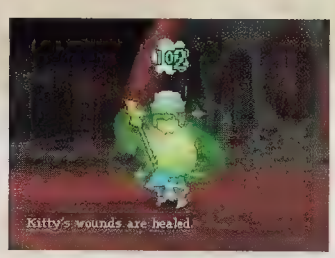
In small random encounters, your party won't need damage mitigation in a substantial way. This is similar to the healing issue. If you can kill the enemies quickly, the amount of mitigation your party has won't come into play.

However, large random encounters and boss fights are quite different. To see an example of this, try fielding a full group of magic vocations (mages, priests, and sages) and leave them in the front line. It's possible to lose characters in the first round under circumstances like that.

Instead, find a party that has substantial damage mitigation without giving up anything. Priests and sages can help the group resist damage without giving up a slot. As long as you needed a healer anyway, this character would already have been essential. By the same token, a paladin or warrior can hold the front line while still laying down serious melee damage.

HEALING





Everybody knows what healers are, and it's clear which classes excel at the job. Sages have the best spells, and priests have the most magical mending. These are the two real healers for *DQIX*. Everyone else is a backup healer and should be considered as such. If you're willing to spend a bit of time and money, all backup healing duties can be relegated to medicine, created through alchemy.

It's entirely realistic to go through the whole game with a primary healer and nothing else. And, in fact, many of the game's boss fights can be won without a dedicated healer. You might have white knuckles by the end of the encounters, but it is possible!

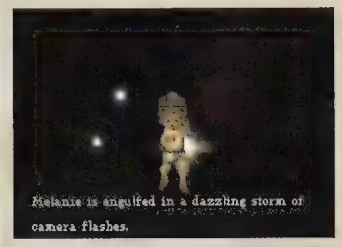
Too much healing potential slows down a group. Picture a fight with several tough enemies and four priests. Nothing would get done. The priests would heal constantly, but the monsters wouldn't die. That's a bad situation. Even if such a group won eventually, through raw attrition and lucky Whack spells, the time investment would be upsetting. And the waste of MP would also be considerable.

Thus, you don't want to overestimate your party's healing needs.

To avoid the penalties from boss fights that don't end well, bank all of your group's money and give things a try with a more aggressive party first. You might fail, but that's your cue to add more healing and go from there.

Fighting with the minimum necessary healing leads to faster leveling, more money per hour of play, and potentially more excitement.

WHAT ABOUT CROWD CONTROL?

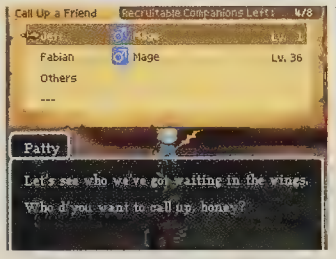


Okay, there is a fourth type of duty in a combat party. This is related to damage mitigation, but it takes a different form. Instead of reducing incoming damage, some characters attempt to prevent enemies from attacking at all. This role is sometimes known as crowd control, and it's certainly present in *DQIX*.

Often, this is an area where minstrels, luminaries, and rangers excel. Use their spells and abilities to distract enemies, waste their attacks, or reduce their chances of hitting. All of these techniques increase party survivability.

Note that crowd control works effectively in random encounters, but often has major blind spots when it comes to boss fights. Bosses are quite good at resisting these powers.

CUSTOMIZING A PARTY FOR A SPECIFIC ENCOUNTER



With all these vocational choices, it's sometimes hard to decide what you want. After all, doesn't everything sound kind of awesome? Certainly! But you don't have to lock yourself into a single party. *DQIX* lets you have more than four people. You're allowed to switch backup characters in and out anytime you're allowed to go back to Stornway, a city discovered early in the game.

Also, you can switch vocations to have a single party member cover different roles at different times. Maybe you love melee and have three characters that slug it out in front line combat. So, you make a mage to Sap enemies, Oomph your allies, and blow down groups. But in boss fights later in the game, you start having trouble. There is just too much incoming damage for your medicine to handle.

In that case, switch the mage into a priest, level him or her up as quickly as you can, and then have a party whose survivability is radically increased.

This is a common trick actually, and it's strongly recommended. Level your characters with a couple vocations so that you have a party for exploring and leveling, and another party for bringing down the nastiest bosses.

The extra leveling in a second vocation makes your characters better at everything they do, because of the passive benefits of vocational skills. So, you aren't wasting any time by doing things this way.

EXAMPLE OF A PARTY IN TWO MODES

LEVELING PARTY	Gladiator, Warrior, Martial Artist, Mage
BOSS KILLERS	Warrior, Paladin, Martial Artist, Priest

Look at the changes in the table on the previous page. The gladiator becomes a warrior (a vocation that he or she's already leveled in, earlier in the game). The warrior switches to paladin for increased damage mitigation. The mage gives up area of effect damage in exchange for major healing. That's no loss in a boss fight because you're often facing only a single enemy.

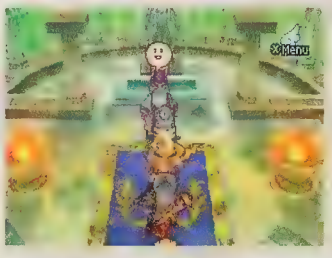
Not only do these changes improve the party for their current tasks, but they also promote leveling in vocations that mutually benefit from their skills. The gladiator/warrior gets better from all strength/resilience improvements. The warrior/paladin just keeps getting tougher from each class. And, the mage/priest accrues more MP. Nothing is wasted.

HOW MANY CHARACTERS DO YOU NEED?

It takes a massive amount of time to perfect your party and all of your vocations. Many players are likely to create their hero and three additional characters.

Only someone who really likes to mess around with alternative ideas is likely to make even more characters. Vocation switching ensures that you can try any combination you like without being forced into leveling an entirely new person.

SWITCHING VOCATIONS



After completing the story quest at Alltrades Abbey, your hero and any other characters will be able to switch vocations without any hassle. Here are the base rules for vocation switching.

RULES FOR CHANGING VOCATIONS

- You retain all skills from your old vocation
- Your character can return to his or her old vocation without penalty, delay, or loss of benefits
- Any character can level in multiple vocations without suffering from diminishing returns
- Weapon skills are only carried over and applied if the new vocation is able to use the same weapons
- Vocation-based skills and abilities are always carried over
- Lower-level characters suffer an experience penalty while leveling with a higher-level party
- Spells learned in a vocation can only be used while actively leveling in that vocation; they are never carried over

Once you've tried this out, you can quickly see that the system is quite generous. Characters that level in multiple vocations are almost always more powerful and more versatile than characters that stay in a single vocation.

Leveling is fast after you've recently switched vocations. Keep at least one or two characters at a higher level to ensure that your party wins fights rapidly. Though this reduces experience per battle for lower-level characters, the overall rate of leveling is still higher because tougher monsters are worth more experience.

Dungeons with metal slimes and creatures of their ilk are ideal for vocation switches. Killing these massive experience targets is the best way to bring characters in new vocations up to speed.

The following table shows how many points your characters gain at each vocation level. Because it's possible to level and gain skill points in every vocation, your characters can master many skills if you invest enough time and energy.

SKILL POINT LEVELING TABLE

VOCATION LEVEL	SKILL POINTS GAINED
2	-
3	-
4	-
5	3
6	3
7	-
8	3
9	3
10	-
11	3
12	3
13	-
14	4
15	4
16	-
17	4
18	4
19	-
20	4
21	4
22	-
23	5
24	5
25	-
26	5
27	5
28	-
29	5
30	5
31	-
32	6
33	6
34	-
35	6
36	6
37	-
38	6
39	6
40	-
41	5
42	5
43	-

VOCATION LEVEL	SKILL POINTS GAINED
44	4
45	4
46	-
47	3
48	3
49	-
50	2
51	2
52	-
53	2
54	2
55	-
56	2
57	2
58	-
59	2
60	2
61	-
62	2
63	2
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90	2
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92	2
93	2
94	-
95	2
96	2
97	-
98	2
99	2

Advanced Combat Mechanics

After you've assembled your party, it's good to learn how to fight at your peak efficiency. Tapping attack, attack, attack, attack isn't going to win fights quickly. Instead, learn how to mix the best abilities for results that are efficient and effective.

WHEN TO USE SPELLS AND ABILITIES

When you get to an area with new monsters, get a feel for how tough each of the targets are compared to your party's damage output. Does it take two major hits to kill a certain monster? Three? If your party kills everything in the first two rounds with basic attacks, there usually isn't a need to use expensive abilities or spells in the fight.

Break out the good stuff when your fights would otherwise last longer or involve enemies that have higher damage potential. The targets that warrant the most attention are those with area of effect attacks, healing, crowd control, or the ability to call for backup. Low-priority targets are those with single target damage that isn't high enough to threaten your characters in a given round.

THE MOST BANG FOR YOUR BUCK

Late in the game, mages have more resources to draw upon. With the right equipment or vocational skills, a caster can have almost infinite MP. But that's dozens of hours into your play experience. Before then, it's important to use spells efficiently. Casting expensive spells all the time exhausts your group and leaves them with fewer options during a long dungeon run. That makes fights longer and prevents your group from fighting bosses as effectively.

So, choose your spells with care. If melee characters can eliminate enemies without help, sometimes it's good to let them do so, even if the casters won't contribute heavily in that round.

Save mage MP for large explosions of damage. Hit groups with three or more enemies with your best spells and leave the smaller fights alone.

You can save MP in a similar way with priests. Let the party's supply of medicinal herbs do the heavy lifting outside of combat, and only use MP for healing during the fights. That leaves your healer with a big supply of MP at the end of the dungeon (when it's needed most).

During longer fights, use spells that augment the party early on. Abilities like Fire Fource, Oomph, Kabuff, and Sap all affect the party's damage one way or another. In a single-round fight, these barely have a chance to pay for themselves. However, many of them last for a long time, and each round after the first cumulatively raises the party's damage without costing additional caster time or MP.

Use the early rounds of a big encounter to raise as many of the party's attributes as possible. Improve agility to get the bulk of your party into early initiative slots.

Improve defence to survive in melee. Lower enemy damage resistance while equally strengthening your own damage output. These activities are time well spent.

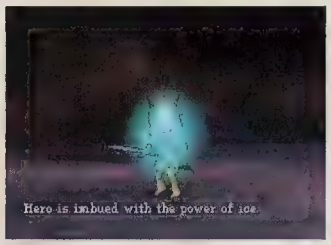
STACKING DAMAGE BONUSES

There are many ways to improve damage output for melee characters. This is often the best area to focus on when you need to increase your party's killing potential. Look at the best damage dealer on your front line. Examine his or her base damage with regular attacks.

Now, try out that person's attacks when you use a Fource ability (from the armamentalist line) on him or her. Try Oomph as well. Can you raise the character's Tension too? These damage boosters work well together. At first it seems silly to put all your eggs in one basket, but the concept isn't as crazy as it sounds.

Let's say your best damage dealer does 50% more damage than the party average. This isn't an absurd difference; it's fairly common for the best hitter to have a clear lead.

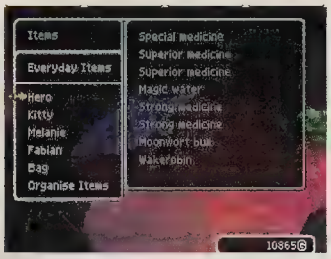
If you double that character's damage, you're helping them deal about triple the average party member's damage (they go from 150% of the norm to 300%). Any spell or ability that raises this character's damage output is more effective than it would be when cast on a weaker character.



So think of a battle round where an entire party works to raise a single character's damage. A mage casts Oomph, your hero Eggs On the heavy hitter to raise that character's Tension, and someone else Saps the enemy to reduce its damage resistance. When the attacker makes his or her move, it's going to wipe the smile right off the enemy's face.

This style of fighting can be combined over several rounds. Cast a couple successful Saps, add full improvements from various spells/abilities, and you get damage numbers that are higher than the entire party's output was before buffing. As long as the enemies don't use Disruptive Wave, you can exploit this advantage time and time again.

CONSERVING RESOURCES

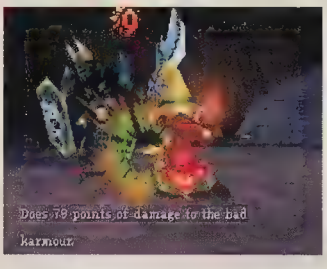


Efficiency becomes more important as your party moves farther away from an inn. It's fine to waste MP if your group is fighting near a town and can sleep at any time to restore themselves. When you're 30 minutes into a dungeon, there are substantial differences in the value of those MP. You won't always want to Evac from the dungeon and rest because you lose your position and progress in that area.

That's where efficiency comes into play. Always have a supply of medicinal herbs and at least a couple doses of magic water. Use the herbs for all non-essential party healing. Save the magic water for areas near bosses, and then restore lost MP for casters and melee characters alike.

Your group is likely to take more damage in fights while fighting frugally. Basic attacks are cheap, but they're not as lethal. This gives the enemies more opportunities. But as long as no one in your group dies, the medicinal herbs bear the full brunt of your increased damage. This means that you're likely to spend several hundred gold pieces on herbs for a dungeon run, but that isn't a major expense once a party is well into the game.

FREEBIES



Some abilities have no cost, but still make your party more effective. Most of these are situational, so it's essential that you learn when to use them. A number of weapon skills deal extra damage to monsters of a given family. These are spread throughout the weapon tables, and that's one of the many reasons why it's good to have characters that use different weapons.

Leveling

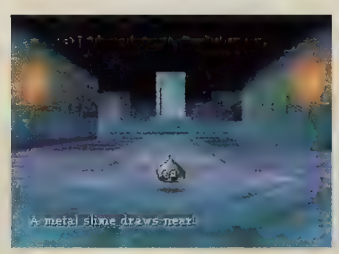
Gaining experience is a critical part of improving your characters. Because of vocation switching, you're likely to go through the same levels a few times, but the process becomes easier and easier as your party's equipment and resources improve. Learn how to find areas that are especially good for farming experience. By hunting the proper mix of high-quality targets in the best areas, you improve your efficiency of leveling by a huge margin.

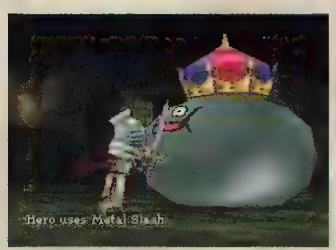
FINDING THE BEST SPOTS

The best leveling in the game is always based around metal slimes and their family members: metal slimes, metal medleys, liquid metal slimes, metal king slimes, and platinum jewel kings.

These creatures are hard to kill, but their experience yield is often greater than creatures in the surrounding area by a couple orders of magnitude. Killing just one of these targets can get your party as much experience as they would gain over the next 30 fights, against multiple foes.

Always look for dungeons that have these elusive beasts.





METAL HUNTING GROUNDS

SLIME TYPE	LOCATION
Metal Slimes	Quarantomb, Pluvi Isle
Metal Medleys	The Bad Cave, The Magmaroo
Liquid Metal Slimes	The Bowhole
Metal King Slimes	Tower of Nod
Platinum King Jewels	Inside grottos

SHREDDING METAL

While leveling, think about your party's skills that affect metal targets. It's important to have each character learn something that's good against metal slimes and their ilk. The sword and boomerang weapon lines have skills that hurt these foes consistently (i.e., Metal Slash and Metalicker).

Spear wielders with Thunder Thrust can score critical hits with a higher chance of success, so they're wonderful metal killers as well. Axe users have a similar ability called Hatchet Man. All of these skills are quite good.

If a character doesn't have something from those lines, look into multi-hit abilities. Several weapon lines have attacks that toss four random blows at the enemy party. That's likely to score at least a point of damage or two against a metal target. Multifists (from fisticuffs), Rain of Pain (from bows), Crushed Ice (from staves), and Flailing Nails (from claws) all get the job done.

As you can see, there are many weapon types that have something that works well. Know what your characters have and use these skills every round. Metal creatures often tend to run from encounters, so each attack must be used to its fullest.

Metal enemies are highly resistant to magic. Even casting Bounce to reflect their own magic back at them won't do much damage, although it's still a good idea just to keep your party safe. Don't rely on Whack and other autokill abilities to get the job done. Raw damage is much easier to pull off.

TIRED OF EXPLOITING METAL SLIMES?

It's almost always worth switching to areas with metal targets when you're powerleveling. However, players may want to explore new locations or simply fight new enemies.

That's understandable. If you'd like faster leveling and don't mind some loss of speed, look for spots with larger enemy counts. Configure your party with one or two area of effect damage dealers (with Boom-type spells) and have the others deal melee damage as fast as they can. Blast away and don't reserve MP, return to town to rest as soon as your MP is depleted, and have a good time.

Another trick is to combine duties. Fight against monsters that have a chance to drop special items. This way, you're getting some experience while waiting for things you already need. There are a few ways to skin a dracky, so try not to get too set in your ways.

EXPERIENCE NEEDED

Attributes Increased
Strength 100 → 104
Agility 130 → 135
Resilience 69 → 72
Deftness 71 → 73
Charm 56 → 58
Magical Mending 180 → 180
Magical Might 0 → 0
Max HP 128 → 132
Max MP 36 → 36

Vocations don't level at the same rate. There isn't a huge spread before the experience requirements, but it's still worth knowing who goes up the fastest and who takes the longest.

VOCATION EXPERIENCE REQUIREMENTS

VOCATION	EXP REQUIREMENT
WARRIOR	Standard
PRIEST	5% Extra
MAGE	10% Extra
MARTIAL ARTIST	Standard
THIEF	Standard
MINSTREL	5% Extra
GLADIATOR	10% Extra
ARMAMENTALIST	10% Extra
RANGER	10% Extra
PALADIN	20% Extra
SAGE	20% Extra
LUMINARY	20% Extra

Notice that unlockable vocations often cost far more than the base ones. If you're using a vocation for quick skill points, take that into account and use the earlier vocations preferentially.

Getting Rich and Living Well

Remember that adage that the best revenge is living well? That holds up when you think about your party. Don't get angry because hordes of monsters want to kill you. Instead, use their money to buy the best gear. Then, use items they drop to create even better equipment. See how they like that!

MAKING MONEY

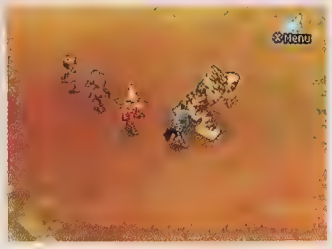
The first step toward true power is acquiring money. Having cash on hand lets your party stock up on tools for healing and restoration. It's needed for resting at inns. Once you have a tidy sum of gold, use it to buy weapons and armour.

Stores in *Dragon Quest IX* don't have the deadliest weapons or the most powerful armour for given regions. However, their gear is a stepping stone. It's perfectly good when you get it, and much of the equipment can be improved through alchemy.

The best way to make money is to figure out which enemies drop it quickly. There are some areas in the game with high-value targets, such as goodybags and gold golems. The area south of Gleeba is renowned for its riches.

But early in the game, you won't have the option to explore wherever you like. Gathering wealth during those lean times is similar to grinding for fast experience.

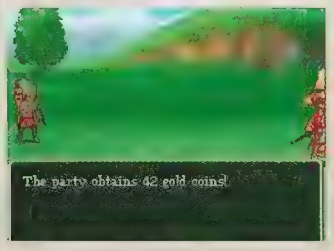
The Wealth of Gleeba



Gold golems roam the valley south of Gleeba, as mentioned previously. These enemies are easy to find there and take little time to track down. They're also one of the best enemies for dropping money until the very late game arrives. When you're in the mood for cash, this is the best place to go for an extremely long time.

Even after outleveling the creatures in the area, you see substantial financial benefits from hunting there. The gold golems last for mere moments, and your party can afford to buy much better gear than if you relied on hunting normal creatures of appropriate level.

Get your fastest damage dealers together, use MP quickly, and blow down groups of enemies without regard for MP efficiency.



While you often find better experience targets inside dungeons, hunting outside is usually just fine for money. Stay near towns to give your characters frequent rest breaks, and hunt the fields with wild abandon to minimize time spent looking for foes.

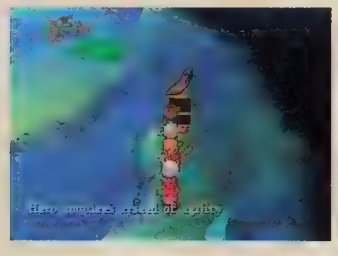
As a bonus, look over this guide's maps for the current region your party is pillaging. Find the spots where materials spawn. Run between these points to gather as much as you can to fill out your alchemical ingredients during your money hunt. Kill two birds with one stone.

SEARCH FOR RANDOM LOOT

Closets, cupboards, blue chests, pots, and barrels are filled with random items in *DQIX*. Your party should search these whenever moving through an area. Sometimes you get pitiful amounts of gold or minor store items. However, each time you search, there is a chance that you'll find something wonderful. Mini medals appear in these random objects. Rare ingredients are in some as well. Don't ignore potentially wonderful items just because you don't know what to expect.

If you return to areas after considerable time has passed, loot these objects a second time. Look, there's more treasure! Red chests are not random, and they never refill, but other lootable items in this game restore themselves eventually. This makes them a keen target for adventurers who want to restock alchemy ingredients.

THE BOUNTY OF RED CHESTS



Though red chests are a one-time deal, they contain much of the best treasure. Visitors in your game cannot loot these, so don't get anxious about losing anything important if your buddies have sticky fingers.

All red chests in towns and dungeons are called out in this guide's maps. Hunt these down religiously to get better equipment, rare ingredients, and piles of money.

On rare occasions, these chests are locked. If so, you can't open them until your party finds the thief's key (near the mid-game). When the chests are behind more advanced doors, you need to wait for the magic key or the ultimate key.

There's no way to rush these. Just note the area with the unobtainable treasure and return as soon as you get the key you need.

THE ETERNAL QUESTION: TO SELL OR NOT TO SELL?

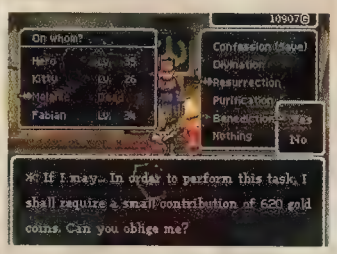
Your old equipment is worth a fair amount of gold at the stores, but don't get greedy without thinking. Many alchemy recipes require your old gear and can produce items that are a generation or two higher in quality. Something that seems obsolete right now could be your best piece if you find that one extra recipe or reagent. So, hold on to old gear unless you're in a violent rush for a given item.

If you have sold older equipment and find that you need it again, look through store inventories. Many of the base items in the game can be purchased at one location or another. Return to the right town and get what you need. It's not cost effective to do things this way, but you won't be stranded.

THE BANK

There is a bank located in the Stornway; it's inside the city's inn. Store gold there if you're worried about losing money after a total party loss (i.e., all of your characters are killed in battle). Money on hand is halved when your characters die. Money in the bank is completely protected! This is best to do before fighting bosses that you haven't seen before. For first-time players, that means it's good to store your money before completing each dungeon. After you've cleared a location, there won't be a boss in the future, so there isn't as much need for caution.

SPENDING MONEY



Inn costs are quite painless, so how should you use the bulk of your cash? Always keep some reserve ready in case you need to pay off a priest. Having the church cure poison and curses is going to cost money.

You spend even more if anyone needs to be Resurrected. Costs climb as your heroes increase in level, so the amount you store in the bank or keep on hand should increase as well.

Maintain a good supply of medicinal herbs, antidotal herbs, and other curative supplies. This is done at item shops; they have the icon of a wing over their doors.

With that done, look at the weapon and armour stores in each town. These have the icons of a sword and a shield, respectively. Equipment upgrades are the most expensive drains on your hero's wallet. That's why it's best to do them last. When you aren't sure what to buy and don't have enough money to upgrade everything, buy good weapons for your attackers first. Do this because faster killing brings in more money than surviving long encounters. After weapons are upgraded, buy new armour to improve the group's survivability in dungeons.

It's probably time to move on if you have so much money that your group can get everything available at a location.

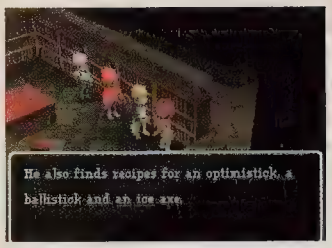
Alchemy

Many games have crafting systems now, but few get the equation just right. If the final results aren't powerful, it seems like a waste of time to gather all the reagents you need. When the system is too complex, fewer people want to wrap their heads around it.

This is why it's pleasing to unlock Krak Pot in *DQIX*. The alchemy system used in this game is quite rewarding. It takes a long time to get everything you need for a recipe, but the end results are amazing. Many of the game's best equipment pieces are made through alchemy. The recipes can be used through experimentation, so your party can make things early on if you know what you're doing. The alchemy chapter in this book gives you everything you need from the full recipe list.

So, this system is intuitive, easy to learn, and allows you to create great stuff. What's not to love? You don't need to mess with these recipes to win the game, but who doesn't like making the best goodies and making your party even deadlier?

FINDING RECIPES



Though this book has all of the recipes in the game, you might enjoy getting these in-game as well. After going through the events in Stornway, your party meets a device known as Krak Pot. This unlocks the option to delve into alchemy, and it also lets your group start recording recipes. Almost all of these are found in bookcases around the world. Read everything you come across and look on maps of each location to find these sources of information.

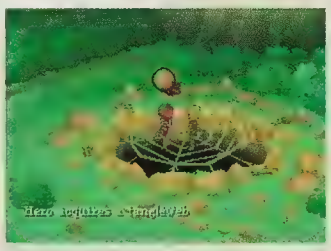
Once your group reads a book of recipes, they are instantly recorded. You won't need to write anything down manually, and Krak Pot keeps track of the recipes for you. Afterward, making an item or piece of equipment from that recipe is as simple as bringing the ingredients to Krak Pot and clicking a few buttons.

USING RANDOM INGREDIENTS

If you'd rather jump right to the action, look up recipes in this guide and have Krak Pot combine the items that you specifically give it. Most recipes

have three types of ingredients. Combine these in the proper ratios to receive your final product.

HOW TO GET THE INGREDIENTS YOU NEED



The hardest part of alchemy is finding all of the reagents. Most of these ingredients cannot be purchased in stores. Your party has to hunt monsters, steal from them, and scour the world for ground spawns as well. Many items appear in the wilderness in specific areas; these are the ground spawns. Use wilderness maps in this book to find the locations of such items.

Other reagents are secreted in blue chests, pots, barrels, and so forth. Finding them is somewhat random, so this should be your secondary source of items. Because you can't hunt for specific things, it's better to use these sources as a way to beef up your general supplies.

Questing

The main story has its own quests, but those are covered in the walkthrough. The quests referred to here are side challenges that are entirely optional. There are dozens of these in the game, and you often don't start seeing them in each area until you've cleared the primary threat in the region.

For instance, your party comes into most towns and finds out that there is a local dungeon, some problem or monster, and things that need to be done. After you've finished those and moved on to a new town, consider returning to the earlier region just to check up on things. Talk to everyone and see what happens.

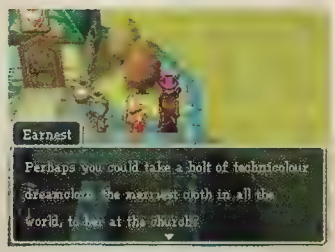
PICKING UP QUESTS

Look over everyone's heads before talking. Notice how some of them have blue talk icons? That lets you know that they have a quest to offer. Talk to the person and accept the quest if you're interested. This won't bind you to the quest permanently; quests can

be dropped from the Battle Records menu if you get sick of one or if you want a different quest and are already full of active ones (the limit is eight).

These quests sometimes have minor rewards, such as a seed of agility. Sometimes, however, they have rewards that are dramatic. You might receive a piece of equipment that is very powerful. There may be ingredients that are rare and valuable. And if you're lucky, you could even find something that's game-changing.

HOW QUESTS ARE COMPLETED



Quest givers often tell you most of what you need to know for each quest. You might need to hunt a specific type of creature until a special item drops. Maybe the person needs some alchemical ingredients. There could even be a rare boss to fight.

If the quest giver is vague, read this book's entry on the quest. The list is sorted in the guide by the quest numbers (the same ones that appear in-game). It's easy to look these up whenever you want to find out how to beat one.

Some of the trickiest quests to figure out on your own involve dressing up. That sounds funny, but it's true. Certain quest givers want to see your hero in a specific outfit or style of outfit. If you want to do this on your own, think about what the person is saying and choose equipment pieces that make an intuitive match.

For instance, if someone is trying to find a maid, look for equipment that a maid might wear! Dress your hero in such clothes and see if it helps...

Treasure Maps

Treasure maps become available after you complete quest 015, Collapsus's Call. This quest rewards your party with their first map. Completing the dungeon it unlocks leads to more maps, and more dungeons.

As with challenge quests, these are optional areas that you don't need to complete to beat the game. That said, the best weapons and armour can only be obtained if you brave these grottos and their fierce enemies. Monsters that are even deadlier than the final boss of the game are hidden in some of these areas.

USING TREASURE MAPS TO FIND A GROTTO

To use a treasure map, open the item menu and select the "Treasure Map" submenu. This opens a screen that lists all of the maps your party currently owns. Choose the one you want to explore and watch as the top screen shifts. Instead of showing the wilderness around your party, the screen now reveals the location of the dungeon.

These random dungeons are called grottos. They're hidden from sight until your party approaches and clicks on them. Though it's tricky, you have to use the map's markings to figure out where in the world to search.

A simple treasure map might show Stornway off to the east. That would give you a good idea to Zoom to Stornway and start your search there.

Move west and look for a "!" to appear when your party gets in the spot marked by the X on the map. When successful, this search reveals a grotto, and your party can enter.

DELVING INTO THE DEEP

Grottos are randomly generated, so you have to map out the dungeons on your own. The top screen shows this process automatically as your group wanders through the halls of a grotto. Monsters inhabit these dark places; you have to fight many random battles while exploring, but there are also random treasure chests. Get these on the way to the bottom.

Each grotto has a final basement level with a boss. All of these bosses are fairly tough. You want your party to be well-equipped and at their best before attacking these creeps. Success gets you wealth, experience, and additional treasure maps.

Your party can explore these for hours upon hours. What's more, you're allowed to trade treasure maps to other players. Any treasure map that you've completed is available for trade. If you particularly liked one of the dungeons, keep track of it and let your friends take on the same challenges.

We All Need a Vocation Now and Then

Dragon Quest IX offers many more options than you might be used to. You get to create your hero, choose his or her vocation, and switch back and forth between other vocations to gain new skills.
Additionally, you get the same level of control over all of your party members. This allows for many variations on party themes. You can even tailor your party for specific dungeons or bosses to make the battles easier, more productive, or whatever else you want.

This chapter explains what you can do with each of the 12 vocations. Only six of these are available at the beginning of the game. The others are unlocked through special Challenge Quests at different points in the game. The page numbers provided in each vocation section let you know where to look to find the proper quests that unlock a given vocation.

A SHORT EXPLANATION

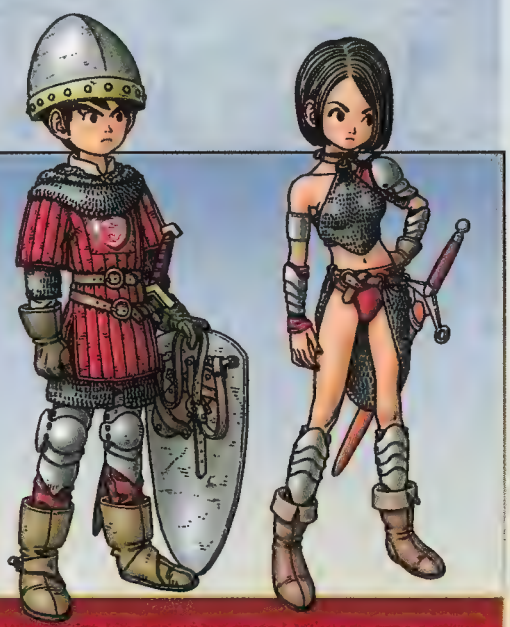
Without spoiling many things for readers, let's just say that you get to choose initial classes for all of your characters AND that you can change these vocations later on. This chapter explains each vocation on its own merit, but it also goes on to say what you can gain by shifting between various vocations.

The skill points gained as a vocation levels up can be spent on that class' weapon skills (of which there are four per vocation) or on a vocation-specific tree.

Bonuses from a vocational tree are universal. If you buy the skill, it affects your character in every vocation he or she uses! Weapon skills are the same way, but they won't come into play if you don't use that specific type of equipment.

As a final note: you don't have to spend skill points as you level up. If you want to use a vocation purely as a way to farm skill points, go ahead and do so. The problem with this is that you won't be awfully powerful in that vocation, so it won't be as fun to play as when you have a ton of spells and skills. The following suggestions are made in a way that encourages players to invest in skills that are used by their current vocations. But, you should know that banking skill points is also feasible.

Thus, it's possible to make a character that's intended to be a warrior. When playing, you could switch to all 11 other classes, get under 30 points from each vocation, and come back to warrior with enough power to max out sword, shield, and courage. This isn't hard to do, but it's labor intensive and feels somewhat cheesy. Proceed at your own risk! It's more fun to earn your powers.



WARRIOR

OVERVIEW

PRIMARY FUNCTIONS: Melee damage, protecting party members
BEST ATTRIBUTES: Health points, attack, resilience
SKILLS: Sword, spear, knife, shield, courage

VOCATION-RELATED QUESTS
Challenge Quest 91
Challenge Quest 92

DESCRIPTION

Warriors are the most basic melee attack class. These fierce brawlers are able to bring the fight directly to enemies. Though they're late to attack, warriors are one of the heaviest hitters, and their survivability is equally impressive. Choose this vocation when you need someone to kill single targets and guard from the frontline.

ATTRIBUTE TABLES

ATTRIBUTE	LEVEL 1	LEVEL 5	LEVEL 15	LEVEL 25	LEVEL 40	LEVEL 60	LEVEL 80	LEVEL 99	RATING
HP	26	48	103	159	242	353	464	570	★★★★★★★★
MP	4	7	16	24	37	53	70	86	★
Strength	18	34	73	113	172	250	329	404	★★★★★★★
Agility	4	7	14	22	33	48	64	78	★
Resilience	18	34	73	112	170	248	326	400	★★★★★★★★★★
Deftness	5	9	20	31	47	69	90	111	★★★
Charm	4	7	16	25	38	55	73	89	★★★
Magical Mending	0	0	0	0	0	0	0	0	★
Magical Might	0	0	0	0	0	0	0	0	★

VOCATION SKILLS

SWORD SKILL

SKILL POINTS	NAME	BENEFIT
3	Dragon Slash	A special attack that deals extra damage to members of the dragon family
7	Attack +10 with Swords	Adds 10 to your character's attack power when using swords
13	Metal Slash	Attack ability that deals extra damage to creatures with metal bodies
22	Critical Rate Up with Swords	Improves the chance for your character to land a critical hit with swords
35	Miracle Slash	An attack that heals your character for a quarter of the damage he or she deals
42	Attack +20 with Swords	Adds 20 to your character's attack power when using swords
58	Falcon Slash	Attack ability that lets your character attack twice
76	Attack +30 with Swords	Adds 30 to your character's attack power when using swords
88	Gigaslash	An expensive attack that deals immense damage to all members of an enemy group
100	Omnivocational Swordmaster	Lets your character use swords in any vocation

SPEAR SKILL

SKILL POINTS	NAME	BENEFIT
3	Mercuna Thrust	Attack ability that inflicts less damage but allows your character to strike first
7	Attack +10 with Spears	Adds 10 to your character's attack power when using spears
13	Cattle Prod	Attack ability that deals extra damage to creatures of the beast family
22	Pressure Pointer	Attack ability that has a chance of killing the target instantly
35	Critical Rate Up with Spears	Improves the chance for your character to land a critical hit with spears
42	Attack +20 with Spears	Adds 20 to your character's attack power when using spears
58	Thunder Thrust	Attack ability that either fails or causes an instant critical hit
76	Attack +30 with Spears	Adds 30 to your character's attack power when using spears
88	Multithrust	An inexpensive attack ability that strikes multiple times
100	Omnivocational Spearmaster	Lets your character use spears in any vocation

KNIFE SKILL

SKILL POINTS	NAME	BENEFIT
3	Toxic Dagger	Attack ability that deals damage and has a chance to poison the target (damaging them over time)
7	Attack +10 with Knives	Adds 10 to your character's attack power when using knives
13	Fly Swat	Attack ability that deals increased damage to monsters in the bug family
22	Critical Rate Up with Knives	Improves the chance for your character to land a critical hit with knives
35	Victimiser	Attack ability that deals increased damage to poisoned or paralyzed enemies
42	Attack +20 with Knives	Adds 20 to your character's attack power when using knives
58	Assassin's Stab	Attack ability that has a chance to instantly kill the target
76	Attack +30 with Knives	Adds 30 to your character's attack power when using knives
88	HP Hoover	An attack ability that deals damage and restores health to the character
100	Omnivocational Knifemaster	Lets your character use knives in any vocation

SHIELD SKILL

SKILL POINTS	NAME	BENEFIT
6	Blockenspiel	Attacks while maintaining high defence
12	+2% to Block	Raises your character's chance to block by 2% if he or she uses a shield
18	Defending Champion	Greatly reduces incoming damage from physical attacks
25	+2% to Block	Raises your character's chance to block by 2% if he or she uses a shield
32	Immense Defence	A stance that dramatically improves shield effectiveness
40	Magic Mirror	Reflects enemy spells for several turns
52	+2% to Block	Raises your character's chance to block by 2% if he or she uses a shield
66	Holy Impregnable	A holy aura that blocks negative status effects
82	Back Atcha	Stops attacks and reflects them back at the enemy party
100	Omnivocational Shieldmaster	Lets your character use shields in any vocation

COURAGE

SKILL POINTS	NAME	BENEFIT
8	Whipping Boy	Dedicates the round to protecting one other character, taking the hits for him or her
16	Natural Strength +10	Adds 10 points to your character's strength
28	Whistle	Has a chance to provoke an enemy group (enraging them and forcing them to attack your character)
40	Natural Resilience +20	Adds 20 points to your character's resilience
48	Body Slam	Slams into an enemy, dealing some damage; reduces your character's current HP as well
56	Natural Strength +30	Adds 30 points to your character's strength
70	Morale Masher	Damages the target and reduces some of its built-up Tension
80	Natural Resilience +40	Adds 40 points to your character's resilience
90	Natural Max HP +60	Adds 60 to your character's HP
100	Attack Attacker	An ability that does damage to a single target and reduces its attack power as well

HOW TO OWN THE BATTLEFIELD

Warriors are one of the less complicated vocations to wrap your head around. Their damage and survivability are both high, so it's easy to play them. Keep them in the front lines at all times; this avoids losing damage output, and ensures that they get more attention from monsters.

It's tempting to go for the more weapon-heavy skills early on. You look at those attack bonuses and abilities, and they certainly seem nice. They are! But after you've grabbed +10 attack and an ability or two, start planning things out more extensively. Where do you want to go with this character?

A warrior that's geared for pure offense should stay in the weapon skills. They're probably going to become gladiators later on, and the sword is a perfect choice for this. If you instead want offense, but prefer to use an axe or hammer in the future, invest your major points into courage while waiting. The strength and resilience transfer wonderfully, and the more defensive abilities can be useful situationally (either for quests or for times when a more protective character would be helpful).

Defensive warriors, whether they're planning a paladin switch or not, should invest in shields. Even the passive benefits of that skill line are clearly powerful. This isn't a great line for wandering encounters, but it helps significantly in later-game boss fights.

HOW WARRIORS FIGHT

In actual battle, you need to plan your warrior's attacks ahead of time. These characters often are your last characters to strike. If you want to rack up a large combo bonus, you need to either speed up the warrior or make sure that the rest of your group is equally slow! Against bosses, this means a double casting of Acceleratle or letting the boss get ahead of your group if they're buffing their own agility.

A string of four attacks that end with a warrior often delivers even more damage than some of the warrior's best abilities. It's a wonderful trick for a melee-heavy party. This is also easy to pull off if you have several slower characters (e.g., warrior, warrior, gladiator).

You're always going to want a metal-buster in your party. A spear warrior can do wonders for that. Spears have some extremely good attacks for killing metal creatures, including automatic death attacks or the much easier automatic critical move (Thunder Thrust). For killing metal medleys, liquid metal slimes, and even more lucrative targets, spear warriors are some of the best characters in the game.

EQUIPMENT

Look for equipment that yields high attack and high defence. Don't worry about agility (it's pretty much a lost cause after awhile). Get tough and revel in the warrior's strengths! For offensive warriors, upgrade weapons before armour. For defensive warriors, a good shield should come first, then better armour, and finally a new weapon.

BENEFITS FROM ALTERNATIVE VOCATIONS

Gladiators and paladins are the most intuitive parallel vocations for a warrior. The bonus attributes from their skill lines are entirely synergistic with a warrior's (except for the paladin's magical mending).

But don't ignore the other classes at your disposal, especially for getting easy weapon skills. If you're at a point where your group can train a character up to level 10 or so at a rapid pace, consider using some of the other classes as free skill points. Notice that priests and mages have shields, right? Level quickly in those vocations to get your shield skill up to speed without losing much offensive potential. The same is true for thieves and minstrels (if you have a sword warrior).

At later levels, martial artists are great because of their native skills. More agility is okay, but the natural strength improvement is much better, the health is wonderful, and Psyche Up is useful to have.

Rangers have almost nothing to teach you. They're probably the least synergistic choice.

If you find abilities that you love using but don't like the lower MP cap on this vocation, remember that mages, priests, and eventually sages get permanent MP bonuses. This takes a major time investment to procure, but players who want the best of all worlds should consider it.

PRIEST

OVERVIEW

PRIMARY FUNCTIONS: Party healing
BEST ATTRIBUTES: Magical mending, MP
SKILLS: Spear, wand, staff, shield, faith

DESCRIPTION

Priests are the best healers in the game, though sages certainly give them a run for their money. These characters don't have to rely on low-end heal spells and a feeble supply of MP. They're loaded with enough magic to keep a group going through an entire dungeon or a serious boss fight. You couldn't ask for a better vocation to support the rest of your party's combat efforts.

VOCATION-RELATED QUESTS
Challenge Quest 93
Challenge Quest 94

ATTRIBUTE TABLES

ATTRIBUTE	LEVEL 1	LEVEL 5	LEVEL 15	LEVEL 25	LEVEL 40	LEVEL 60	LEVEL 80	LEVEL 99	RATING
HP	19	35	76	117	179	260	342	420	
MP	14	26	57	88	134	195	257	315	
Strength	9	17	36	56	85	125	164	201	
Agility	14	26	57	87	133	193	254	312	
Resilience	9	17	37	57	87	126	166	204	
Deftness	9	17	37	57	88	128	168	206	
Charm	7	12	26	41	62	91	119	146	
Magical Mending	18	34	73	112	170	248	326	400	
Magical Might	0	0	0	0	0	0	0	0	

VOCATION SPELLS

SPELL NAME	LEVEL LEARNED	MP COST	DESCRIPTION
Heal	N/A	2	Restores at least 30 HP to a single ally
Squelch	3	2	Cures a single ally of the effects of poison
Snooze	6	3	Attempts to put a group of enemies to sleep
Buff	8	3	Raises the defence of a single party member
Cock-a-doodle-doo	11	2	Awakens any sleeping party members
Insulate	14	4	Protects a party member from breath-based attacks
Midheal	16	4	Restores at least 75 HP to a single ally
Zing	18	8	Attempts to Resurrect a fallen ally (may fail)
Whack	20	5	Attempts to automatically kill a single enemy
Tingle	22	2	Cures all party members of the effects of paralysis
Moreheal	31	8	Restores at least 165 HP to a single ally
Thwack	34	10	Attempts to send an entire group of enemies to the afterlife
Multiheal	38	16	Restores at least 100 HP to all party members
Insulatle	43	8	Protects the whole party from breath-based attacks
Fullheal	47	24	Restores all HP to a single ally
Kathwack	55	20	Attempts to send all enemies in the battle to the afterlife
Omniheal	65	128	Restores all HP to all allies

VOCATION SKILLS

SPEAR SKILL

SKILL POINTS	NAME	BENEFIT
3	Mercurial Thrust	Attack ability that inflicts less damage but allows your character to strike first
7	Attack +10 with Spears	Adds 10 to your character's attack power when using spears
13	Cattle Prod	Attack ability that deals extra damage to creatures of the beast family
22	Pressure Pointer	Attack ability that has a chance of killing the target instantly
35	Critical Rate Up with Spears	Improves the chance for your character to land a critical hit with spears
42	Attack +20 with Spears	Adds 20 to your character's attack power when using spears
58	Thunder Thrust	Attack ability that either fails or causes an instant critical hit
76	Attack +30 with Spears	Adds 30 to your character's attack power when using spears
88	Multithrust	An inexpensive attack ability that strikes multiple times
100	Omnivocational Spearmaster	Lets your character use spears in any vocation

WAND SKILL

SKILL POINTS	NAME	BENEFIT
3	Max MP +10 with Wands	Adds 10 MP to your character when using wands
7	Ant magic	Attempts to stop a single foe from casting spells
13	MP Absorption +2%	Adds 2% to the amount of MP your character gains when meleeing with a wand
21	Beelzefreeze	Attempts to paralyze demonic targets
31	Max MP +30 with Wands	Adds 30 MP to your character when using wands
44	Caduceus	Gives your character an ability that heals (self or other) for a moderate amount
57	MP Absorption +4%	Adds 4% to the amount of MP your character gains when meleeing with a wand
70	Max MP +60 with Wands	Adds 60 MP to your character when using wands
84	Auto MP Recovery with Wands	Your character gains MP every combat turn if he or she has a wand equipped
100	Omnivocational Wandmaster	Lets your character use wands in any vocation

STAFF SKILL

SKILL POINTS	NAME	BENEFIT
3	Attack +10 with Staves	Adds 10 attack when your character is using a staff
7	Trip of a Deathtime	Attempts to knock down a group of enemies
13	Critical Hit Rate Up with Staves	Raises your character's chance to get a critical hit when using staves
22	Deliverance	Deals extra damage to monsters from the zombie family
35	Attack +20 with Staves	Adds 20 attack when your character is using a staff
42	Party Pooper	Attempts to launch a group of enemies
58	Evasion Chance +4% with Staves	Adds 4% to your character's chance to avoid attacks and abilities
76	Crushed Ice	Deals four blows to random enemy targets
88	Attack +30 with Staves	Adds 30 attack when your character is using a staff
100	Omnivocational Staffmaster	Lets your character use staves in any vocation

SHIELD SKILL

SKILL POINTS	NAME	BENEFIT
6	Blockenspiel	Attacks while maintaining high defence
12	+2% to Block	Raises your character's chance to block by 2% if he or she uses a shield
18	Defending Champion	Greatly reduces incoming damage from physical attacks
25	+2% to Block	Raises your character's chance to block by 2% if he or she uses a shield
32	Immense Defence	A stance that dramatically improves shield effectiveness
40	Magic Mirror	Reflects enemy spells for several turns
52	+2% to Block	Raises your character's chance to block by 2% if he or she uses a shield
66	Holy Impregnable	A holy aura that blocks negative status effects
82	Back Atcha	Stops attacks and reflects them back at the enemy party
100	Omnivocational Shieldmaster	Lets your character use shields in any vocation

FAITH

SKILL POINTS	NAME	BENEFIT
8	Divination	Lets you see how much experience is needed for characters even while out in the field
16	Natural Magical Mending +20	Adds 20 to your character's magical mending (i.e., healing)
28	Benediction	Lifts a curse from a party member (outside of battle)
40	Natural Max MP +10	Adds 10 to your character's MP
48	Rotstopper	Protects the party from undead monsters' attacks
56	Natural Magical Mending +60	Adds 60 to your character's magical mending
70	Alma Mater	Prevents instant death attacks from working
80	Natural Max MP +20	Adds 20 to your character's MP
90	Care Prayer	Raises the caster's magical mending by a substantial degree
100	Natural Magical Mending +100	Adds 100 to your character's magical mending (it's a huge difference)

HOW TO SAVE LIVES AND DELIVER BABIES

Priests are the people you bring in when fights are becoming too difficult to handle. They're poor choices for finishing battles quickly, as there aren't many other vocations that inflict so little damage. Their spells are not very attack-oriented, their status effects won't help the party kill faster, and their base damage is quite poor.

So, you should avoid using priests when you group is out for rapid leveling or farming for items (by stealing or by killing). Instead, save the priests for long dungeon runs and intense boss fights.

To do this, pick a character that will spend some time as a priest (for the exact type of encounters mentioned above) and then have him or her spend the rest of the time as something else. A mage/priest hybrid can be especially powerful because of their synergistic weapon and vocation benefits. Use the mage "side" for random encounters and exploring dungeons, and then switch over to priest for the conclusion of the area.

LAYING ON HANDS

It's fairly easy to use your priest in real combat. They Heal early and often. For the first ten levels of the game, priests don't seem that much better than most alternative healers. A minstrel can do almost as good a job. Heck, even a thief that has learned Heal can keep up with most injuries.

That changes dramatically in the later game. More advanced healing spells outstrip the party's ability to remove damage through Heal and even Midheal. You need to have people with Moreheal and the much-loved Multiheal to be able to survive against enemies with extra single-target damage or massive area-of-effect spells.

When a major target comes calling, have the priest buff in the early rounds. This protects one or two of your most vulnerable characters before the priest needs to switch over to Heal duty. Then, figure out a pace for your healing. It's not always clear before a round begins how things will turn out. As long as you have MP to spare (and priests often do), it's better to overheal than underheal. Bringing a character to full health and "wasting" a few extra MP is usually a better choice than casting efficiently and leaving your party with nicks and scratches. You don't want a sudden enemy critical hit to knock out a party member, since it's extremely hard to Resurrect people. Only sages have access to Kazing. Regular Zing sticks in battle. You can sometimes waste several rounds trying to get a character back up. That's definitely not efficient! So Heal early, and Heal often.

Remove status effects when you can. Effects like sleep and paralysis can be crippling to your party. These effects can last for a few rounds, so it's easily worth your priest's time to use Tingle or Cock-a-doodle-doo. Squelch is a tougher call because poison doesn't stop your characters from acting. If you must Heal characters anyway, the extra damage they take from poison isn't usually going to be a fight breaker.

So at the end of the day, priests pretty much sit in the back of the party and Heal. It's what they do. It's what they've always done. You're trading damage potential for survivability at a party level.

EQUIPMENT

No one is going to be surprised by the type of equipment priests seek out. Get that magical mending number up, and keep it as high as it can get. There are often a number of decent gear choices for this. Priests won't get to have a high defence, but being in the rear of the party makes up for that substantially.

Find items that reduce your character's chance of being struck with sleep, paralysis, or other major status effects. Because priests are the people who remove these effects, they're the last characters you want to have out of action. If you only have one elfin charm, it goes on the healer first. Hands down. Tell your thief to wait her turn!

BENEFITS FROM ALTERNATIVE VOCATIONS

It's already been mentioned that mages are a wonderful vocation to level beside your priest. You can choose to benefit from their vocation skills and get more MP as well as useful abilities. Or, you can use them as a free source of wand training.

Now, your priest doesn't have to be a wand user. Spears and staves do much more damage, but think about this for a second. Is your priest ever going to deal really good damage in melee? They're in the back, so that's already a handicap. Then, they have poor strength growth and a tendency to focus on equipment that doesn't help on damage either. It's a weak choice.

Instead, look at what a wand gives your priest: more magic and eventually almost unlimited MP over time. Priests are always bleeding MP. You can't avoid healing; it's a way of life. It's wonderful to have a massive supply of MP and the potential to earn more over each round. Wands are perfect. You can also then use the same weapon when you switch over to mage or sage. This translates into the party saving gold when equipping your healer.

But enough about that. Warriors and minstrels are useful for their shield training (and not too much else). The minstrel's late-stage magical mending is frequently too little, too late for most players. Only the really aggressive characters will see that as a carrot.

Go ahead and get four points in gladiator (yup, just for the few HP). Absolutely get some armamentalist points too. Fire Fource is a useful buff that you can get long before any mages have Oomph. Sure, it's not as deadly, but priests don't get to have much attack buffing anyway. You'll want to have this in your repertoire.

Paladins are a huge shift in playstyle, but almost all of their virtue benefits are amazing. More resilience is never bad (nobody wants his or her priest to go down in a fight). But beyond that, the increases to HP and magical mending are high as well. This requires many levels of advancement, so you won't do this until the late-game or the post-game. It's still great, even if you never use the party-defending skills.

Switching to a sage goes without saying. They're a godly vocation. You lose some of your priest's healing potential, but the ability to wield both types of magic is invaluable. And that's not all the sages get. Look at the sage spell list! Kazing, Divine Intervention, Magical Barrier, Kabuff. There are things in there that a priest won't ever learn. Sages aren't just a convenient hybrid class; they're superior in some ways, and you won't necessarily have to level in two vocations after switching over.

MAGE

OVERVIEW

PRIMARY FUNCTIONS: Area-of-effect damage, applying negative status effects on enemies
BEST ATTRIBUTES: Magic might, MP, agility
SKILLS: Wand, knife, whip, shield, spellcraft

DESCRIPTION

Mages bring a great deal to random encounters. They're one of the best classes for blowing up large groups (or even multiple groups) of enemies in the same fight. Many of their spells deliver fairly strong damage as long as there are three or more enemies to hit. Against single targets, they function more as support characters, using Sap to expose enemies or Oomph to build up their allies. Always expect your mage to be in the back row; they're one of the worst vocations when it comes to survivability.

VOCATION-RELATED QUESTS
Challenge Quest 95
Challenge Quest 96

ATTRIBUTE TABLES

ATTRIBUTE	LEVEL 1	LEVEL 5	LEVEL 15	LEVEL 25	LEVEL 40	LEVEL 60	LEVEL 80	LEVEL 99	RATING
HP	18	33	71	109	166	242	318	390	
MP	16	31	66	102	155	226	297	364	
Strength	4	8	17	27	41	60	78	96	
Agility	18	34	73	112	170	249	327	401	
Resilience	7	14	29	45	69	100	132	162	
Deftness	14	26	55	85	129	188	248	304	
Charm	7	13	28	43	66	96	126	155	
Magical Mending	0	0	0	0	0	0	0	0	
Magical Might	18	34	73	112	170	248	326	400	

VOCATION SPELLS

SPELL NAME	LEVEL LEARNED	MP COST	DESCRIPTION
Frizz	N/A	2	Singes a single enemy with fire for 12-16 base damage
Accelerate	4	4	Raises the agility of all party members
Crack	6	3	Pierces a single enemy with ice for 25-35 base damage
Sap	7	4	Reduces the defence of a single enemy (can be used multiple times)
Evac	8	3	Instantly exits the current dungeon, cave, or tower
Bang	11	5	Damages all enemies in the battle (dealing 20-30 base damage)
Safe Passage	13	2	Allows your party to travel across dangerous terrain without taking damage
Crackle	16	8	Rips into a group of enemies with ice (dealing 42-58 base damage)
Fuddle	19	5	Attempts to confuse a group of enemies
Bounce	21	4	Forms a protective barrier that reflects all enemy spells back at them
Kasap	25	8	Reduces the defence of an entire group of enemies
Boom	28	10	Engulfs all enemies in a large explosion (dealing 52-68 base damage)
Frizzle	30	6	Burns a single enemy with a large fireball (dealing 70-90 base damage)
Oomph	33	8	Greatly increases the attack strength of a single party member
Kacrack	40	24	Lacerates all enemies with a volley of ice (dealing 80-104 base damage)
Blunt	42	8	Decreases the attack power of a single enemy
Kaboom	47	28	Blasts all enemies with a violent explosion (dealing 130-150 base damage)
Kafrizz	53	18	Incinerates an enemy with an enormous fireball (dealing 178-202 base damage)
Kafrizzle	64	45	Cremates an enemy with a ridiculous fireball (dealing 269-315 base damage)
Kacrackle	68	50	Tears into enemies with even larger shards of ice (dealing 165-205 base damage)

VOCATION SKILLS

WAND SKILL

SKILL POINTS	NAME	BENEFIT
3	Max MP +10 with Wands	Adds 10 MP to your character when using wands
7	Antimagic	Attempts to stop a single foe from casting spells
13	MP Absorption +2%	Adds 2% to the amount of MP your character gains when meleeing with a wand
21	Beelzefreeze	Attempts to paralyze demonic targets
31	Max MP +30 with Wands	Adds 30 MP to your character when using wands
44	Caduceus	Gives your character an ability that heals (self or other) for a moderate amount
57	MP Absorption +4%	Adds 4% to the amount of MP your character gains when meleeing with a wand
70	Max MP +60 with Wands	Adds 60 MP to your character when using wands
84	Auto MP Recovery with Wands	Your character gains MP every combat turn if he or she has a wand equipped
100	Omnivocational Wandmaster	Lets your character use wands in any vocation

KNIFE SKILL

SKILL POINTS	NAME	BENEFIT
3	Toxic Dagger	Attack ability that deals damage and has a chance to poison the target (damaging it over time)
7	Attack +10 with Knives	Adds 10 to your character's attack power when using knives
13	Fly Swat	Attack ability that deals increased damage to monsters in the bug family
22	Critical Rate Up with Knives	Improves the chance for your character to land a critical hit with knives
35	Victimiser	Attack ability that deals increased damage to poisoned or paralyzed enemies
42	Attack +20 with Knives	Adds 20 to your character's attack power when using knives
58	Assassin's Stab	Attack ability that has a chance to instantly kill the target
76	Attack +30 with Knives	Adds 30 to your character's attack power when using knives
88	HP Hoover	An attack ability that deals damage and restores health to the character
100	Omnivocational Knifemaster	Lets your character use knives in any vocation

WHIP SKILL

SKILL POINTS	NAME	BENEFIT
3	Hypnowhip	Attack ability that has a chance to confuse the target
7	Lashings of Love	Attack ability that deals extra damage to groups of humanoids
13	Attack +10 with Whips	Adds 10 to attack when the character uses whips
22	Trammel Lash	Attack ability that attempts to cause paralysis to the target
35	Attack +20 with Whips	Adds 20 to attack when the character uses whips
42	Hit the Hay	Attack ability that tries to put enemies to sleep
58	Attack +30 with Whips	Adds 30 to attack when the character uses whips
76	Schadenfreude	An attack that inflicts damage on targets while healing the character
88	Twin Dragon Lash	Attacks an enemy group twice
100	Omnivocational Whipmaster	Lets your character use whips in any vocation

SHIELD SKILL

SKILL POINTS	NAME	BENEFIT
6	Blockenspiel	Attacks while maintaining high defence
12	+2% to Block	Raises your character's chance to block by 2% if he or she uses a shield
18	Defending Champion	Greatly reduces incoming damage from physical attacks
25	+2% to Block	Raises your character's chance to block by 2% if he or she uses a shield
32	Immense Defence	A stance that dramatically improves shield effectiveness
40	Magic Mirror	Reflects enemy spells for several turns
52	+2% to Block	Raises your character's chance to block by 2% if he or she uses a shield
66	Holy Impregnable	A holy aura that blocks negative status effects
82	Back Atcha	Stops attacks and reflects them back at the enemy party
100	Omnivocational Shieldmaster	Lets your character use shields in any vocation

SPELLCRAFT

SKILL POINTS	NAME	BENEFIT
8	Wizard Ward	An ability that protects the caster from enemy magical damage
18	Natural Magical Might +20	Adds 20 to your character's magical might (i.e., spell damage)
26	Spooky Aura	Reduces an enemy's resistance to magic
38	Natural Max MP +10	Adds 10 to your character's MP
46	Focus Pocus	Puts the caster in a state that allows him or her to regenerate MP
54	Critical Spell Rate Up	Raise your character's chance to get critical effects from spells
68	Channel Anger	Adds a substantial amount to the character's magical might
78	Natural Magical Might +60	Adds 60 to your character's magical might
88	Natural Max MP +20	Adds 20 to your character's MP
100	Natural Magical Might +100	Adds 100 to your character's magical might (boom, baby)

HOW TO BLOW UP MONSTERS IN STYLE

Mages have what they need to take out groups quickly. Let your melee party members do the cleaning if a single target or two pop up. The mage comes to the front when multiple groups appear or when you have to deal with three or more monsters at the same time. Normally, this would trigger a battle that lasts multiple rounds. That's bad for you. Monsters get to take more attacks and steal more of your precious time. Mages prevent this by wounding targets to the point where melee characters can finish things off with a single attack instead of two or even three blows.

The Bang/Boom spell lines are some of the most commonly used because they ignore enemy grouping. Everybody gets hit, and everybody takes damage.

The Frizz line is your single-target damage dealer. Many bosses take great efforts to avoid these spells, using Bounce or other abilities that reduce incoming damage. That's a major reason why parties aren't composed of triple magic dealers and a single healer or tough guy. It's hard to beat bosses in that configuration.

However, if you are fighting a single tough target with magic, the Frizz line is what you have. Use it after you've completed your more important duties. And what are those you ask ...

AUGMENTING PARTY DAMAGE

Mages often bring down single targets without needing to cast many spells that deal damage. Sap is one of the earliest ways to do this. Cast Sap until it has successfully landed twice on a heavy target. This reduces the foe's resistance to melee damage by a massive amount. Watch as your frontline characters start doing tons more damage. Then, have your mage work on improving the melee characters in turn. Oomph is amazing. Once you have that, you won't even need to worry as much about casting Sap and hoping that it sticks.

If you've spent some time as an armamentalist, let your mage also use an appropriate elemental force on the best damage dealers. As long as you have Fire Fource and Frost Fource, not many enemies are safe. Almost everything is vulnerable to one of those.

Though mages are keen for direct damage, you won't want to forget Bounce when large parties of enemy casters show up. Cast this spell to avoid major AoE damage. Abilities in the mage line such as Wizard Ward also help protect mages from damage that is hard to avoid.

Keep your mage in the back. There is never a reason to have these characters anywhere else. They don't take hits well, their melee is a sad joke, and they get self-conscious giving speeches at large gatherings.

OH, WHAT TO WEAR?

Magical might is your bread and butter as a mage. The more you have, the more damage you can do with your direct attack spells. Items that restore MP on the move (or drain it from enemies) are great finds. You also want to get what modest defence you can out of things. Because mages have low defence equipment in general, it's easy to look at their upgrades in the armour store and shrug. Ignore that temptation. Despite being in the rear, your mages do incur melee attacks from time to time. These characters have no real health, and they'll be mincemeat if you let their equipment go to pot.

Keeping up with equipment upgrades lets your mages take hits a bit better and usually raises their damage output simultaneously. It's worth the coins.

If you find that money is light, go out and hunt. That's one of the glories of having a mage around; they kill groups incredibly quickly if you open the MP tap. This uses MP rapidly, but that's fine. Fight near towns so that your group can rest and return to the fighting as soon as your mage runs out of steam. This is a wonderful way to get extra money for those hard upgrades.

BENEFITS FROM ALTERNATIVE VOCATIONS

As stated in the priest write-up, mages and priests support each other perfectly with their vocation abilities. It's great to have the improvements to MP and the chance to learn more wand/shield skills.

Warriors and minstrels are only good for their shield training. Martial artists and thieves are even worse. It's not until you unlock some of the later vocations that more goodies become tempting.

Take a few levels of gladiator for the free HP, and certainly grab the buffs from armamentalist.

Sage, of course, is a late-game switch that presents more opportunities to your caster. Kaboomle is only available to the sages, and that by itself is quite alluring. Additionally, the reduction to casting costs at the end of the sage line is convenient for mages even if they don't permanently switch over to being a fulltime sage.

MARTIAL ARTIST

OVERVIEW

PRIMARY FUNCTIONS: Single-target damage, high survivability
BEST ATTRIBUTES: Agility, HP, strength
SKILLS: Claw, staff, fan, fisticuffs, focus

DESCRIPTION

Martial artists cover a different area of the melee spectrum than warriors. These frontline fighters deal their damage early in a round. They get in fast because of their ludicrous agility, and their overall damage is extremely high. Couple this with the right weapon, and you can often kill enemies before they get their attacks on a given turn. That helps decrease the load on the healers in random encounters. Against bosses, these characters have high sustained damage that's also useful. Though martial artists take damage faster than warriors, their high health pool and impressive evasion usually keep them out of trouble.

VOCATION-RELATED QUESTS

Challenge Quest 97
Challenge Quest 98

ATTRIBUTE TABLES

ATTRIBUTE	LEVEL 1	LEVEL 5	LEVEL 15	LEVEL 25	LEVEL 40	LEVEL 60	LEVEL 80	LEVEL 99	RATING
HP	24	45	98	151	230	335	440	540	
MP	2	3	7	11	16	24	31	38	
Strength	18	34	72	111	170	247	325	399	
Agility	23	42	91	139	213	310	407	500	
Resilience	11	21	44	68	104	152	200	245	
Deftness	11	21	46	71	108	158	208	255	
Charm	5	10	22	33	51	74	98	120	
Magical Mending	0	0	0	0	0	0	0	0	
Magical Might	0	0	0	0	0	0	0	0	

VOCATION SKILLS

CLAW SKILL

SKILL POINTS	NAME	BENEFIT
3	Propeller Blade	Launches a melee attack that gets a smaller, secondary attack afterward
7	Attack +10 with Claws	Adds 10 points to your character's attack when using claws
13	Can Opener	Deals extra damage to monsters from the machine family
22	Critical Hit Rate Up with Claws	Raises your character's chance of scoring a critical hit when using claws
35	Flailing Nails	A series of four quick attacks with highly variable damage
42	Attack +20 with Claws	Adds 20 points to your character's attack when using claws
58	Hardclaw	Deals two heavy blows to the enemy
76	Attack +30 with Claws	Adds 30 points to your character's attack when using claws
88	Rake 'n' Break	Has a chance to strip positive status effects from the target while hitting them
100	Omnivocational Clawmaster	Lets your character use claws in any vocation

STAFF SKILL

SKILL POINTS	NAME	BENEFIT
3	Attack +10 with Staves	Adds 10 attack when your character is using a staff
7	Trip of a Deathtime	Attempts to knock down a group of enemies
13	Critical Hit Rate Up with Staves	Raises your character's chance to get a critical hit when using staves
22	Deliverance	Deals extra damage to monsters from the zombie family
35	Attack +20 with Staves	Adds 20 attack when your character is using a staff
42	Party Pooper	Attempts to launch a group of enemies
58	Evasion Chance +4% with Staves	Adds 4% to your character's chance to avoid attacks and abilities
76	Crushed Ice	Deals four blows to random enemy targets
88	Attack +30 with Staves	Adds 30 attack when your character is using a staff
100	Omnivocational Staffmaster	Lets your character use staves in any vocation

FAN SKILL

SKILL POINTS	NAME	BENEFIT
3	Flower Power	Has a chance to confuse enemies in a group
7	Attack +10 with Fans	Adds 10 to your character's attack when using fans
13	Reverse Cycle	Reflects breath attacks
22	Critical Hit Rate Up with Fans	Raises the chance for your character to score a critical hit when using fans
35	Water Slaughter	An attack that deals extra damage to enemies from the aquatic family
42	Attack +20 with Fans	Adds 20 to your character's attack when using fans
58	Schizofanic	Improves evasion for your character
76	Attack +30 with Fans	Adds 30 to your character's attack when using fans
88	Fan Dango	Randomly attacks enemies multiple times
100	Omnivocational Fanmaster	Lets your character use fans in any vocation

FISTICUFFS SKILL

SKILL POINTS	NAME	BENEFIT
3	Stones Throw	Attacks a group of enemies for modest damage
7	Attack +10 with Fists	Adds 10 to your character's attack when using only fists
12	Wind Sickles	Attacks a group of enemies and deals extra damage to elemental monsters
18	Critical Hit Rate Up with Fists	Raises the chance for your character to land a critical hit when using only fists
25	Knuckle Sandwich	A powerful attack that deals extra damage
30	Evasion Chance +4% with Fists	Adds 4% to your character's chance to avoid attacks and abilities when using fists
42	Multifists	Delivers four blows against random opponents (immensely useful)
60	Attack +30 with Fists	Adds 30 attack when your character is using only fists
77	Boulder Toss	Throws a boulder at an enemy, dealing high damage
100	Attack +60 with Fists	Adds 60 attack when your character is using only fists

FOCUS

SKILL POINTS	NAME	BENEFIT
4	War Cry	Attempts to paralyze every enemy in a single group (for one round)
10	Natural Agility +10	Raises your character's agility by 10 points
16	Psyche Up	Raises the character's Tension
22	Natural Strength +10	Raises your character's strength by 10 points
32	Mens Sana	Removes negative status effects from the character
42	Natural HP +30	Adds 30 to your character's maximum HP
55	Mind Over Matter	Protects the character from breath attacks
68	Natural Agility +30	Adds 30 to your character's agility
82	Meditation	A self-heal ability that costs very few MP
100	Natural Agility +60	Adds 30 to your character's agility

HOW TO BREAK BOARDS WITH EVERY MUSCLE

Martial artists get access to damage easily. They're your party's assassins, standing on the frontline and waiting to take out enemies before they have a chance to act. If you aren't making a run against an enemy boss, use your martial artist's abilities a little in each fight. If you are on a boss run, remember to keep your MP topped off, since martial artists almost never have anything to spare.

Decide what you want from a given round and have your martial artist lead with an attempt to achieve that goal. If you're trying to stop the enemies from doing damage, either take out one of their numbers instantly or use abilities to disrupt them. War Cry, an early ability in this vocation, is a great way to keep enemies at bay while your group works on other things. This is important in a number of quests.

Imagine that you're trying to build up Tension to its maximum. Your martial artist gets to start every round with a War Cry, reducing the chance that the enemy ahead is going to inflict damage on your group while they prepare. This also prevents weaker targets from running away. Then, when the preparation is complete, the enemy gets slammed.

Speaking of building up Tension, this vocation is quite good at it. Psyche Up allows martial artists to raise their Tension at any time. If you also have someone who spent time as a minstrel, it's easy to get to full Tension in just a few rounds.

To play a brutally aggressive, damaging martial artist, use claws. These weapons have extremely high damage when combined with their abilities. Fans and staves are better for disrupting enemies. Fisticuffs give your character even more survivability and also keep your damage at a decent level.

EQUIPMENT

Martial artists, like warriors, should focus on their strength and defence. It's easy to stack agility on them, but they already get so much. Again, it's like the warriors. Warriors are almost always last, so why bother with their agility? Martial artists are almost always first. Thus, there is no need to stack on agility. However, this stops being true if your party is leveling in a very tough area. If the monsters start getting attacks ahead of your martial artist, switch a few gear pieces around to see if you can change that. You should always have your martial artist attack first. This is essential for eliminating wounded monsters, enemies that might flee, and so forth.

Always keep a spare vial of magic water around. Martial artists use their MP supply awfully quickly, and you don't want to jump into a boss fight without access to your best abilities.

BENEFITS FROM ALTERNATIVE VOCATIONS

Martial artists don't absorb damage as well as more heavily armoured frontliners. Instead, they depend on their decent health and tendency to acquire evasion bonuses. You can improve this to a substantial degree by getting a shield. This takes time, but it's ultimately well worth your trouble.

Use vocations that don't have much benefit for your progress (e.g., priest, mage, sage, luminary) to acquire shield points. This is best done later in the game when one strong burst of leveling in a few vocations can get you the 100 points you need to master shields. This lets your martial artist equip shields and become truly frightening. You start to see attacks fail against your martial artist on a regular basis. Even bosses have a hard time killing your character after that point. It's almost unfair.

Warrior and gladiator levels make your martial artist a better damage dealer. You get more strength, some health, and a wider range of attack options. The time spent as a gladiator is especially productive because it gives massive damage potential to a character that is already able to frontload his or her attacks and damage.

THIEF

OVERVIEW

PRIMARY FUNCTIONS: Stealing from enemies, single-target damage, backup healing
BEST ATTRIBUTES: Deftness, agility
SKILLS: Knife, sword, claw, fisticuffs, acquisitiveness

DESCRIPTION

Thieves are one of the more versatile vocations. They're great when you're leveling up or farming for items in an area. Their essential Half-Inch skill makes it possible to gather items much faster than you would by just killing targets. If you're going to play with the alchemy system (and you should!), it's almost mandatory to have a character level as a thief from time to time.

Don't use these characters as heavily against the toughest bosses. Their moderate staying power and unremarkable damage don't stand up to many of the tougher vocations. Have your thief take a more damage-centered secondary vocation to round out this weakness and give him or her equipment to shift into before boss fights.

VOCATION-RELATED QUESTS

- Challenge Quest 99
- Challenge Quest 100

ATTRIBUTE TABLES

ATTRIBUTE	LEVEL 1	LEVEL 5	LEVEL 15	LEVEL 25	LEVEL 40	LEVEL 60	LEVEL 80	LEVEL 99	RATING
HP	23	43	93	142	217	316	416	510	
MP	6	11	24	37	56	82	108	132	
Strength	13	25	54	83	127	185	244	299	
Agility	18	34	74	114	174	254	334	410	
Resilience	11	20	44	67	102	149	196	241	
Deftness	18	34	73	112	171	249	328	402	
Charm	3	5	11	16	25	36	47	58	
Magical Mending	4	7	15	23	34	50	66	81	
Magical Might	0	0	0	0	0	0	0	0	

VOCATION SPELLS

SPELL NAME	LEVEL LEARNED	MP COST	DESCRIPTION
Squelch	4	2	Cures a single ally of the effects of poison
Heal	9	2	Restores at least 30 HP to a single ally
Evac	12	3	Instantly exits the current dungeon, cave, or tower
Accelerate	16	2	Raises the agility of a single party member

VOCATION SKILLS

KNIFE SKILL

SKILL POINTS	NAME	BENEFIT
3	Toxic Dagger	Attack ability that deals damage and has a chance to poison the target (damaging it over time)
7	Attack +10 with Knives	Adds 10 to your character's attack power when using knives
13	Fly Swat	Attack ability that deals increased damage to monsters in the bug family
22	Critical Rate Up with Knives	Improves the chance for your character to land a critical hit with knives
35	Victimiser	Attack ability that deals increased damage to poisoned or paralyzed enemies
42	Attack +20 with Knives	Adds 20 to your character's attack power when using knives
58	Assassin's Stab	Attack ability that has a chance to instantly kill the target
76	Attack +30 with Knives	Adds 30 to your character's attack power when using knives
88	HP Hoover	An attack ability that deals damage and restores health to the character
100	Omnivocational Knifemaster	Lets your character use knives in any vocation

SWORD SKILL

SKILL POINTS	NAME	BENEFIT
3	Dragon Slash	A special attack that deals extra damage to members of the dragon family
7	Attack +10 with Swords	Adds 10 to your character's attack power when using swords
13	Metal Slash	Attack ability that deals extra damage to creatures with metal bodies
22	Critical rate up with Swords	Improves the chance for your character to land a critical hit with swords
35	Miracle Slash	An attack that heals your character for a quarter of the damage he or she deals
42	Attack +20 with Swords	Adds 20 to your character's attack power when using swords
58	Falcon Slash	Attack ability that lets your character attack twice
76	Attack +30 with Swords	Adds 30 to your character's attack power when using swords
88	Gigaslash	An expensive attack that deals immense damage to all members of an enemy group
100	Omnivocational Swordmaster	Lets your character use swords in any vocation

CLAW SKILL

SKILL POINTS	NAME	BENEFIT
3	Propeller Blade	Launches a melee attack that gets a smaller, secondary attack afterward
7	Attack +10 with Claws	Adds 10 points to your character's attack when using claws
13	Can Opener	Deals extra damage to monsters from the machine family
22	Critical Hit Rate Up with Claws	Raises your character's chance of scoring a critical hit when using claws
35	Flailing Nails	A series of four quick attacks with highly variable damage
42	Attack +20 with Claws	Adds 20 points to your character's attack when using claws
58	Hardclaw	Deals two heavy blows to the enemy
76	Attack +30 with Claws	Adds 30 points to your character's attack when using claws
88	Rake 'n' Break	Has a chance to strip positive status effects from the target while hitting them
100	Omnivocational Clawmaster	Lets your character use claws in any vocation

FISTICUFFS SKILL

SKILL POINTS	NAME	BENEFIT
3	Stone's Throw	Attacks a group of enemies for modest damage
7	Attack +10 with Fists	Adds 10 to your character's attack when using only fists
12	Wind Sickles	Attacks a group of enemies and deals extra damage to elemental monsters
18	Critical Hit Rate Up with Fists	Raises the chance for your character to land a critical hit when using only fists
25	Knuckle Sandwich	A powerful attack that deals extra damage
30	Evasion Chance +4% with Fists	Adds 4% to your character's chance to avoid attacks and abilities when using fists
42	Multifists	Delivers four blows against random opponents (immensely useful)
60	Attack +30 with Fists	Adds 30 attack when your character is using only fists
77	Boulder Toss	Throws a boulder at an enemy, dealing high damage
100	Attack +60 with Fists	Adds 60 attack when your character is using only fists

ACQUISITIVENESS

SKILL POINTS	NAME	BENEFIT
4	Natural Deftness +20	Adds 20 to your character's deftness
10	Half-Inch	Gives your character a chance to steal an item from the enemy target
16	Natural Agility +20	Adds 20 to your character's agility
22	Pitfall	Used to dig a pit that can temporarily trap monsters (or your own character if you forget where it is)
32	Natural HP +20	Adds 20 to your character's maximum HP
42	Nose for Treasure	Used outside of battle, this ability detects treasure chests on the current floor
55	Natural Deftness +40	Adds 40 to your character's deftness
68	Eye for Trouble	Adds more information to the targeted monster's bestiary entry
82	Natural Agility +40	Adds 40 to your character's agility
100	Treasure Eye Land	Used outside of battle, this ability locates and highlights treasure on your map

MULTIPLAYER AND LATE GAME USES

Thieves like to get into trouble, even with their friends. You might not know this, but Pitfall doesn't just affect your hero and any monsters that wander by. It's also a good way to mess with your friends when playing a multiplayer game.

Also, Treasure Eye Land has more uses later in the game. While exploring grottos, this ability lets your character find the stairs. Using this often, it's easier to complete grottos quickly (thus getting more boss fights for the same time investment).

WHAT'S MINE IS MINE, WHAT'S YOURS IS MINE

Thieves are a niche class, but their niche is extremely important. Getting alchemy items through raw killing and harvest is a laborious process. It's so much easier to get reagents by stealing them from enemies. What a party could do in an hour of non-stop slaughter takes probably one-fifth of that time for a thief.

If you aren't interested in stealing, this is probably not the vocation you want. Minstrels have some of the same versatility but get a few more perks (such as a larger spell list and more survivability).

When you aren't stealing, a thief acts as sort of a greedy man's minstrel. You learn some minor healing to back up any real party healers. You also get to dish out some single-target damage. After learning Half-Inch and your Natural Agility Bonus, consider getting only weapon skills with this vocation. That way, you can take a more deadly vocation and still have your thief stay on par with other characters for boss fights and other challenges. A sword-using warrior and a claw-using martial artist are both solid considerations in this way.

Honestly, the thief is better as a side vocation that you use when you want to farm items. It's not much of a champion of any other virtue.

BEEN CAUGHT STEALING, ONCE, AT LEVEL 5

So, Half-Inch is essentially the core skill of a thief. Your mission is to use the ability to grab the item that the monster is carrying while the fight is still ongoing. The other party members kill off peripheral monsters to prevent the enemy group from doing too much damage while the attempt is made.

If you know what you're looking for, by reading the monster list and seeing what each creature drops, it's safe to kill off everything except for one of the monsters you want. Have another character disable that target each round (with War Cry, Snooze, or similar effects), and let your thief Half-Inch to his or her heart's content.

It often takes multiple attempts to steal an item. Look for equipment that raises your chance of success and stack on as many of these as possible. It saves many rounds of wasted thieving in the long run.

EQUIPMENT

Thieves are entirely centered around equipment that boosts their ability to steal. You won't be able to get too much of this early on, so maximize your strength and defence while you wait. Magical mending is a pipe dream; you couldn't possibly stack enough on to have your Heals do much for anyone.

BENEFITS FROM ALTERNATIVE VOCATIONS

Look at this in reverse. The thief is a better vocation to augment primary choices. However, you could have your character stay as a thief as a primary vocation. If that's what you want, here are some things to consider.

You want to maximize your single-target damage. All other functionality becomes eclipsed by dedicated healers later in the game. So, pick a weapon that can deal major damage or one that has impressive effects. Many knives are weaker on damage but excel in their random abilities. For instance, quite a few knives have autokill abilities that trigger or cause special status effects. Use warrior and mage levels to boost your knife skills rapidly.

Martial artist vocation skills give your thief more chances to disrupt enemies, and the natural attribute bonus helps considerably. Minstrels and luminaries are similar vocations, so all of their bonuses augment your own.

Rangers are usually left by the wayside by standard damage dealers. Thieves, however, get a number of bonuses. Mastering ruggedness is a great way to raise all of your thieving attributes.

MINSTREL

OVERVIEW

PRIMARY FUNCTIONS: Jack of all trades with limited single-target damage, healing, and status effects
BEST ATTRIBUTES: Charm
SKILLS: Sword, whip, fan, shield, litheness

DESCRIPTION

Speaking of versatile characters, the minstrels push the bar quite high in that area. They feel much like thieves in terms of their skill set: they also have minor healing, some single-target damage, and whatnot. Whereas the thief helps the party get items, minstrels spread out their bonuses and their survivability.

VOCATION-RELATED QUESTS
Challenge Quest 101
Challenge Quest 102

ATTRIBUTE TABLES

ATTRIBUTE	LEVEL 1	LEVEL 5	LEVEL 15	LEVEL 25	LEVEL 40	LEVEL 60	LEVEL 80	LEVEL 99	RATING
HP	20	39	86	133	203	297	391	480	
MP	6	13	31	49	75	110	146	179	
Strength	9	18	43	67	103	152	200	246	
Agility	8	22	58	94	148	219	291	359	
Resilience	8	18	41	64	99	146	193	237	
Deftness	12	24	54	84	128	188	247	304	
Charm	9	18	42	66	103	151	199	245	
Magical Mending	7	15	34	53	82	120	159	195	
Magical Might	6	12	28	44	67	99	131	161	

VOCATION SPELLS

SPELL NAME	LEVEL LEARNED	MP COST	DESCRIPTION
Heal	3	2	Restores at least 30 HP to a single ally
Crack	8	3	Pierces a single enemy with ice for 25-35 base damage
Evac	10	3	Instantly exits the current dungeon, cave, or tower
Woosh	12	3	Slices a group of enemies with a small whirlwind (dealing 8-24 base damage)
Crackle	16	8	Rips into a group of enemies with ice (dealing 42-58 base damage)
Midheal	21	4	Restores at least 75 HP to a single ally
Zing	24	8	Attempts to Resurrect a fallen ally (may fail)
Swoosh	30	8	Slices a group of enemies with a powerful whirlwind (dealing 25-55 base damage)
Kaswoosh	36	26	Slices a group of enemies with a ferocious whirlwind (dealing 80-180 base damage)

VOCATION SKILLS

SWORD SKILL

SKILL POINTS	NAME	BENEFIT
3	Dragon Slash	A special attack that deals extra damage to members of the dragon family
7	Attack +10 with Swords	Adds 10 to your character's attack power when using swords
13	Metal Slash	Attack ability that deals extra damage to creatures with metal bodies
22	Critical Rate Up with Swords	Improves the chance for your character to land a critical hit with swords
35	Miracle Slash	An attack that heals your character for a quarter of the damage he or she deals
42	Attack +20 with Swords	Adds 20 to your character's attack power when using swords
58	Falcon Slash	Attack ability that lets your character attack twice
76	Attack +30 with Swords	Adds 30 to your character's attack power when using swords
88	Gigaslash	An expensive attack that deals immense damage to all members of an enemy group
100	Omnivocational Swordmaster	Lets your character use swords in any vocation

WHIP SKILL

SKILL POINTS	NAME	BENEFIT
3	Hypnowhip	Attack ability that has a chance to confuse the target
7	Lashings of Love	Attack ability that deals extra damage to groups of humanoids
13	Attack +10 with Whips	Adds 10 to attack when the character uses whips
22	Trammel Lash	Attack ability that attempts to cause paralysis to the target
35	Attack +20 with Whips	Adds 20 to attack when the character uses whips
42	Hit the Hay	Attack ability that tries to put enemies to sleep
58	Attack +30 with Whips	Adds 30 to attack when the character uses whips
76	Schadenfreude	An attack that inflicts damage on targets while healing the character
88	Twin Dragon Lash	Attacks an enemy group twice
100	Omnivocational Whipmaster	Lets your character use whips in any vocation

FAN SKILL

SKILL POINTS	NAME	BENEFIT
3	Flower Power	Has a chance to confuse enemies in a group
7	Attack +10 with Fans	Adds 10 to your character's attack when using fans
13	Reverse Cycle	Reflects breath attacks
22	Critical Hit Rate Up with Fans	Raises the chance for your character to score a critical hit when using fans
35	Water Slaughter	An attack that deals extra damage to enemies from the aquatic family
42	Attack +20 with Fans	Adds 20 to your character's attack when using fans
58	Schizofanic	Improves evasion for your character
76	Attack +30 with Fans	Adds 30 to your character's attack when using fans
88	Fan Dango	Randomly attacks enemies multiple times
100	Omnivocational Fanmaster	Lets your character use fans in any vocation

SHIELD SKILL

SKILL POINTS	NAME	BENEFIT
6	Blockenspiel	Attacks while maintaining high defence
12	+2% to Block	Raises your character's chance to block by 2% if he or she uses a shield
18	Defending Champion	Greatly reduces incoming damage from physical attacks
25	+2% to Block	Raises your character's chance to block by 2% if he or she uses a shield
32	Immense Defence	A stance that dramatically improves shield effectiveness
40	Magic Mirror	Reflects enemy spells for several turns
52	+2% to Block	Raises your character's chance to block by 2% if he or she uses a shield
66	Holy Impregnable	A holy aura that blocks negative status effects
82	Back Atcha	Stops attacks and reflects them back at the enemy party
100	Omnivocational Shieldmaster	Lets your character use shields in any vocation

LITHENESS

SKILL POINTS	NAME	BENEFIT
4	Hot Lick	Sends a gust of flame at an enemy
10	Spry in a Crisis	Raises your character's chance to evade when his or her health is critical
16	Pratfall	Attempts to distract a group of enemies
22	Natural Charm +30	Adds 30 to your character's charm
32	Sobering Slap	Removes confusion from an allied character
42	Natural Magical Might +30	Adds 30 to your character's magical might
55	Tap Dance	Raises your character's chance to evade enemy attacks and effects
68	Natural Magical Mending +30	Adds 30 to your character's magical mending
82	Have a Ball	Deals moderate damage to a target using the power of juggling
100	Natural Deftness +50	Adds 50 to your character's deftness

HOW TO PLAY UP A STORM

Minstrels are an effective vocation in the early game. Their mix of healing, decent attack strength, and survivability make them stand out. However, this degrades as vocations begin to specialize in the mid-game. You can't expect minstrel damage to stay on par with a melee vocation. Minstrel healing doesn't keep up with priests once Moreheal and Multiheal come into the equation. But in the end, you still have a well-rounded class that you can take in several directions.

Keep minstrels in the frontline to get enemy attention. Their armour and health is only decent, but some minstrel abilities aid survivability. In most fights, including boss encounters, they'll do just fine.

Use disruptive abilities and wind area of effect spells in random encounters. Use Pratfall to distract targets and the Swoosh line to damage groups of enemies. Against bosses, use Tap Dance for increased survival, or use abilities from other vocations to augment the party. Once that's done, attack directly, using weapon abilities to do the most damage.

Luminaries are almost a direct upgrade for this vocation. Once you unlock the luminary vocation, there are many reasons to switch over permanently. If that's your long-term plan, use either a whip or fan from the beginning. These are good minstrel weapons anyway because they're better at messing with opponents. Swords are more for killing enemies outright, and that's not a minstrel specialty.

EQUIPMENT

Minstrels need a bit of everything to be at their best. A touch of agility helps keep them going early in the combat rounds, with martial artists and other fast attackers. Strength is needed to keep their damage from going into the lower tiers. Defence, as always, helps too. Because minstrels can use shields, you benefit greatly from investing in a good one.

If you want to cast more wind spells but are worried about your backup healing, consider purchasing medicinal herbs and creating medicine as well. Herbs and strong medicine let you heal your party inexpensively (in and out of battle). This allows your minstrel to be more aggressive with combat magic against larger groups. It also costs less to do this than to purchase magic water all the time. In the early game, that's just too much money to spend.

BENEFITS FROM ALTERNATIVE VOCATIONS

Beef your minstrel's shield skill with other vocations, as discussed several times in this chapter. Priests and mages are the best early vocations for this switch because you're likely to use melee classes with your minstrel, so their leveling should be done more carefully.

Don't waste your warrior levels! Characters that are minstrels early on can still switch into heavy hitting classes with a fair degree of utility. The benefits of Spry in a Crisis and Tap Dance are decent for aggressive frontliners.

If you're not planning on becoming a luminary, consider a sword minstrel that transitions into gladiator later on. Bear with us. Gladiators often give up defence, both directly as well as in terms of having lower resilience growth. Thus, they have problems absorbing heavy hits. Anything that raises a gladiator's evasion is useful, and minstrel training does just that. Your hero starts the main game as a minstrel, so this is a possible vocation switch for the mid-game.

If you find that being a jack-of-all-trades is fun, then the luminary is an intuitive shift. Fan or whip minstrels get to keep their skills intact, and the attributes used by the luminaries are effectively the same.

GLADIATOR

OVERVIEW

PRIMARY FUNCTIONS: Almost unrivaled single-target damage
BEST ATTRIBUTES: Strength and more strength
SKILLS: Axe, hammer, sword, fisticuffs, guts

DESCRIPTION

Gladiators may look like warriors, but they're much more dedicated to their fighting status. A warrior mixes strong armour, high health, and defensive abilities with single-target damage. Gladiators don't! They just pile on the damage and keep going from there. This comes with a price; don't expect them to shrug off nearly as many hits. Their HP total is lower, and some of their abilities lower defence or cost HP to use. Bring a good healer along if you want to use your gladiator to their fullest.

VOCATION-RELATED QUESTS

Note: This class must be unlocked during Quest 103
Challenge Quest 103
Challenge Quest 104
Challenge Quest 105

ATTRIBUTE TABLES

ATTRIBUTE	LEVEL 1	LEVEL 5	LEVEL 15	LEVEL 25	LEVEL 40	LEVEL 60	LEVEL 80	LEVEL 99	RATING
HP	32	53	105	157	324	338	442	540	
MP	2	4	8	12	18	26	34	41	
Strength	30	49	97	145	217	313	409	500	
Agility	7	12	24	36	54	78	101	124	
Resilience	19	32	63	93	140	202	263	322	
Deftness	15	25	50	74	111	160	209	256	
Charm	5	9	17	26	39	56	74	90	
Magical Mending	0	0	0	0	0	0	0	0	
Magical Might	0	0	0	0	0	0	0	0	

VOCATION SKILLS

AXE SKILL

SKILL POINTS	NAME	BENEFIT
3	Poplar Toppler	An attack that deals extra damage to monsters from the plant family
7	Attack +10 with Axes	Adds 10 to your character's attack power when using axes
13	Parallax	An attack that has a chance to paralyze the target
22	Critical Rate Up with Axes	Improves the chance for your character to land a critical hit with axes
35	Helm Splitter	Does damage and lowers the enemy's physical defence
42	Attack +20 with Axes	Adds 20 to your character's attack power when using axes
58	Hatchet Man	An attack that either misses or delivers a critical hit
76	Attack +30 with Axes	Adds 30 to your character's attack power when using axes
88	Axes of Evil	Damages an entire group of enemies
100	Omnivocational Axemaster	Lets your character use axes in any vocation

HAMMER SKILL

SKILL POINTS	NAME	BENEFIT
3	Heart Breaker	An attack that deals damage and has a chance to disrupt the enemy's round
7	Attack +10 with Hammers	Adds 10 to your character's attack power when using hammers
13	Penny Pincher	An attack that deals damage and has a chance to steal money from the enemy
22	Critical Rate Up with Hammers	Improves the chance for your character to land a critical hit with hammers
35	Bagsy Last	Forces the character to attack at the end of the round, dealing somewhat increased damage
42	Attack +20 with Hammers	Adds 20 to your character's attack power when using hammers
58	Monster Masher	An attack ability that deals extra damage to monsters from the materials family
76	Attack +30 with Hammers	Adds 30 to your character's attack power when using hammers
88	Crackerwhack	A special attack that hits all enemies in the battle
100	Omnivocational Hammermaster	Lets your character use hammers in any vocation

SWORD SKILL

SKILL POINTS	NAME	BENEFIT
3	Dragon Slash	A special attack that deals extra damage to members of the dragon family
7	Attack +10 with Swords	Adds 10 to your character's attack power when using swords
13	Metal Slash	Attack ability that deals extra damage to creatures with metal bodies
22	Critical Rate Up with Swords	Improves the chance for your character to land a critical hit with swords
35	Miracle Slash	An attack that heals your character for a quarter of the damage he or she deals
42	Attack +20 with Swords	Adds 20 to your character's attack power when using swords
58	Falcon Slash	Attack ability that lets your character attack twice
76	Attack +30 with Swords	Adds 30 to your character's attack power when using swords
88	Gigaslash	An expensive attack that deals immense damage to all members of an enemy group
100	Omnivocational Swordmaster	Lets your character use swords in any vocation

FISTICUFFS SKILL

SKILL POINTS	NAME	BENEFIT
3	Stone's Throw	Attacks a group of enemies for modest damage
7	Attack +10 with Fists	Adds 10 to your character's attack when using only fists
12	Wind Sickles	Attacks a group of enemies and deals extra damage to elemental monsters
18	Critical Hit Rate Up with Fists	Raises the chance for your character to land a critical hit when using only fists
25	Knuckle Sandwich	A powerful attack that deals extra damage
30	Evasion Chance +4% with Fists	Adds 4% to your character's chance to avoid attacks and abilities when using fists
42	Multifists	Delivers four blows against random opponents (immensely useful)
60	Attack +30 with Fists	Adds 30 attack when your character is using only fists
77	Boulder Toss	Throws a boulder at an enemy, dealing high damage
100	Attack +60 with Fists	Adds 60 attack when your character is using only fists

GUTS

SKILL POINTS	NAME	BENEFIT
4	Natural HP +10	Adds 10 to your character's maximum HP
10	Clap Trap	A direct attack against a single enemy
16	Natural Strength +10	Adds 10 to your character's strength
22	Double Up	Reduces your character's defence but raises his or her attack for a moderate duration
32	Natural HP +20	Adds 20 to your character's maximum HP
42	Double-Edged Slash	An attack that deals very high damage but causes your character to take damage in return
55	Natural Strength +30	Adds 30 to your character's strength
68	Blind Man's Biff	Launches a very heavy attack against a single enemy
82	Natural HP +30	Adds 30 to your character's maximum HP
100	Feel the Burn	Causes attacks by the character to raise his or her Tension

HOW TO CONQUER THE ARENA

Gladiators are fun! Put them in front of the party and watch enemies drop in the first few hits. The loss of defence and survivability is trivial when you're only battling through wandering encounters. This is further minimized if you also have a hardier melee character in the party. Pair a gladiator and a paladin to see a group's damage improve without running many new risks.

When tougher enemies attack, let your gladiator shine. Use Doubled-Edged Slash to sheer through these heavier foes without giving them time to breathe on your party, cast nasty spells, or do whatever else they were planning.

The weapon selection for this vocation is almost a "what's what" of deadly tools. This isn't a vocation for subtlety; you're here to eliminate targets. There are a few disruption attacks, but they're few and far between. Have another character disable enemies.

ARE YOU NOT ENTERTAINED?

Gladiators are at their best in long fights. Give up damage in the first round to put on Double Up or Feel the Burn. Have a secondary character cast a Fire Fource or Oomph spell on the gladiator while this is happening. If possible, do both, or even have another character Sap the target. When round two hits, the numbers are going to be off the chart. This continues into subsequent rounds, so you see why gladiators get to have so much fun.

Axe gladiators get an ability called Helm Splitter. This is one of the best damage + support abilities for a melee-heavy party. Using this, your gladiator gets to help reduce enemy defence even if the casters aren't able to Sap the foe (due to Bounce or a higher magical resistance). If you're planning on making an axe-wielder, remember to invest most of your character's early points into vocation skills. For example, start as a martial artist and put everything into Focus. If you can get War Cry, Psyche Up, and Mens Sana before switching, your gladiator will have several potent abilities to fall back on. Plus, you won't have "wasted" skill points on a weapon that won't be used as much in your future career.

If you're planning a sword gladiator, this is not a concern. Start as a warrior and invest how you please, as everything should transfer easily.

EQUIPMENT

Get the best weapon possible at every opportunity. It's your healer's responsibility to keep the gladiator alive. Armour is still important, but if you sacrifice good weaponry to get it, you're almost putting the character back where you started. Push strength bonuses at every angle to get the most out of the class.

Always be on the lookout for alchemical upgrades to your weaponry. There usually aren't enough items to give everyone the best upgrades. It simply takes too much time to farm the items you need. Thus, you have to make tough choices about who gets the best gear. Equipping a gladiator with a high-end weapon is one of the wisest choices. It's like putting your heaviest armour onto a paladin, or the best MP gear on your favorite caster.

BENEFITS FROM ALTERNATIVE VOCATIONS

Gladiators take longer to develop than most vocations. You can't start the game as one, so planning ahead is essential. You must decide which vocation to build up and what to transfer. Axes and hammers are slightly better choices for your final character, so it's great to get vocation abilities instead. One suggested choice is the martial artist.

After more vocations are unlocked, look at armamentalists for an almost free 10 point strength boost. If you keep going, the 20 point bonus to resilience is some much loved low-hanging fruit. Both of these natural attribute bonuses are incredibly effective. Similarly, paladin training gets you 10 more resilience points without a huge investment of time. If you haven't gotten it already, the early warrior strength bonus is also worth looking at.

As with martial artists, it's a huge boost to your defence to acquire a shield. This requires plenty of points spent in the shield line. If you get your gladiator to about level 20 in priest, mage, minstrel, and sage, you'll have what you need. This is too time-consuming to do in the mid-game. However, once liquid metal slimes or metal king slimes are available, this task becomes much easier. A gladiator with a shield is a major boon to your party.

ARMAMENTALIST

OVERVIEW

PRIMARY FUNCTIONS: Single-target damage, support other damage dealers
BEST ATTRIBUTES: None (few highs or lows)
SKILLS: Bow, sword, wand, shield, force

DESCRIPTION

Armamentalists are interesting because they don't do exactly what you'd expect. They look like a mage/warrior hybrid, but that definition shouldn't be allowed to constrain them. Think of them as their own vocation, not limited to the boundaries of either a mage or a warrior. The Fource abilities are wonderful to dabble in; even if you don't go far in the line, they provide status effects that improve any character's damage and survivability for very little investment of time or MP. That's pretty nice indeed.

On top of that, armamentalists can stay in the rear lines and still deal damage with bows. They end up being better at single-target damage than most mages, especially when you consider that they don't need to conserve MP during wandering encounters. Then, they still get to provide some support during boss fights.

The major tradeoffs in this vocation are its loss of area of effect damage and frontline survivability. When you choose a bow and stick to the rear, one of those problems disappears almost instantly.

VOCATION-RELATED QUESTS

Note: This class must be unlocked during Quest 109

Challenge Quest 109
Challenge Quest 110
Challenge Quest 111

ATTRIBUTE TABLES

ATTRIBUTE	LEVEL 1	LEVEL 5	LEVEL 15	LEVEL 25	LEVEL 40	LEVEL 60	LEVEL 80	LEVEL 99	RATING
HP	32	53	105	157	234	338	442	540	★★★★★★
MP	14	22	44	66	98	141	185	226	★★★★
Strength	21	35	68	102	152	220	287	351	★★★★★★
Agility	10	17	34	50	75	108	141	173	★★★
Resilience	15	24	47	71	105	152	199	243	★★★★★
Deftness	7	11	21	32	48	69	90	110	★★★
Charm	11	18	36	54	80	116	151	185	★★★★★
Magical Mending	0	0	0	0	0	0	0	0	★
Magical Might	17	28	55	82	122	177	231	282	★★★★★★

VOCATION SPELLS

SPELL NAME	LEVEL LEARNED	MP COST	DESCRIPTION
Dazzle	2	5	Envelops a group of enemies in illusions
Sap	5	4	Reduces the defence of a single enemy (can be used multiple times)
Snooze	8	3	Attempts to put a group of enemies to sleep
Decelerate	10	3	Reduces the agility of a single enemy
Accelerate	12	4	Raises the agility of all party members
Fizzle	14	3	Tries to prevent a group of enemies from using magic
Kasap	16	8	Reduces the defence of an entire group of enemies
Fuddle	20	5	Attempts to confuse a group of enemies
Decelerate	24	5	Reduces the agility of a group of enemies
Kasnooze	28	8	Tries to send all enemies into a deep sleep
Kafuddle	31	10	Attempts to send all enemies into a state of confusion
Oomph	39	8	Greatly increases the attack strength of a single party member

VOCATION SKILLS

BOW SKILL

SKILL POINTS	NAME	BENEFIT
3	Conjury Conductor	Shoots an enemy with an attack that makes it vulnerable to magic
7	Attack +10 with Bows	Adds 10 to your character's attack power when using bows
13	Flutter Disaster	An attack that deals extra damage to monsters of the bird family
22	Critical Rate Up with Bows	Improves the chance for your character to land a critical hit with bows
36	Needle Shot	This attack has a chance to instantly kill the enemy
42	Attack +20 with Bows	Adds 20 to your character's attack power when using bows
58	Rain of Pain	Randomly shoots four arrows into the enemies
76	Attack +30 with Bows	Adds 30 to your character's attack power when using bows
88	Hallowed Arrow	This ability deals damage and drains MP for the character as well
100	Omnivocational Bowmaster	Lets your character use bows in any vocation

SWORD SKILL

SKILL POINTS	NAME	BENEFIT
3	Dragon Slash	A special attack that deals extra damage to members of the dragon family
7	Attack +10 with Swords	Adds 10 to your character's attack power when using swords
13	Metal Slash	Attack ability that deals extra damage to creatures with metal bodies
22	Critical Rate Up with Swords	Improves the chance for your character to land a critical hit with swords
35	Miracle Slash	An attack that heals your character for a quarter of the damage he or she deals
42	Attack +20 with Swords	Adds 20 to your character's attack power when using swords
58	Falcon Slash	Attack ability that lets your character attack twice
76	Attack +30 with Swords	Adds 30 to your character's attack power when using swords
88	Gigaslash	An expensive attack that deals immense damage to all members of an enemy group
100	Omnivocational Swordmaster	Lets your character use swords in any vocation

WAND SKILL

SKILL POINTS	NAME	BENEFIT
3	Max MP +10 with Wands	Adds 10 MP to your character when using wands
7	Antimagic	Attempts to stop a single foe from casting spells
13	MP Absorption +2%	Adds 2% to the amount of MP your character gains when meleeing with a wand
21	Beelzefreeze	Attempts to paralyze demonic targets
31	Max MP +30 with Wands	Adds 30 MP to your character when using wands
44	Caduceus	Gives your character an ability that heals (self or other) for a moderate amount
57	MP Absorption +4%	Adds 4% to the amount of MP your character gains when meleeing with a wand
70	Max MP +60 with Wands	Adds 60 MP to your character when using wands
84	Auto MP Recovery with Wands	Your character gains MP every combat turn if he or she has a wand equipped
100	Omnivocational Wandmaster	Lets your character use wands in any vocation

SHIELD SKILL

SKILL POINTS	NAME	BENEFIT
6	Blockenspiel	Attacks while maintaining high defence
12	+2% to Block	Raises your character's chance to block by 2% if he or she uses a shield
18	Defending Champion	Greatly reduces incoming damage from physical attacks
25	+2% to Block	Raises your character's chance to block by 2% if he or she uses a shield
32	Immense Defence	A stance that dramatically improves shield effectiveness
40	Magic Mirror	Reflects enemy spells for several turns
52	+2% to Block	Raises your character's chance to block by 2% if he or she uses a shield
66	Holy Impregnable	A holy aura that blocks negative status effects
82	Back Attcha	Stops attacks and reflects them back at the enemy party
100	Omnivocational Shieldmaster	Lets your character use shields in any vocation

FOURCE

SKILL POINTS	NAME	BENEFIT
4	Fire Fource	Raises a target's attack and defence with the power of fire
10	Natural Strength +10	Adds 10 points to your character's strength
16	Frost Fource	Raises a target's attack and defence with the power of ice
22	Natural Resilience +20	Adds 20 points to your character's resilience
32	Gale Fource	Raises a target's attack and defence with the power of wind and lightning
42	Natural Charm +10	Raises a character's charm by 10
55	Funereal Fource	Raises a target's attack and defence with the power of earth and darkness
68	Natural Magical Might +30	Adds 30 points to your character's magical might
82	Life Fource	Raises a target's attack and defence with the power of light
100	Natural HP +30	Raises the character's maximum HP by 30

HOW TO BE BOTH ARMED AND MENTAL

Armamentalists get to carry all the support weight of a mage without having the big booms. This is a substantial deficit in random encounters, but you'll find these guys to be amazing boss killers. They spend their early rounds doing the same thing a mage would do: Oomph the best hitters, Sap a boss if you can, etc. But they also have the Fource buffs that further increase party attack damage.

Then, on top of that, armamentalists get to do something really fun. When mages complete their buff/debuff boss routine, they try to damage the bosses with magical spells. That doesn't always work well. Bosses have Bounce, and higher resistance, and so many ways to get out of trouble. Armamentalists get to inflict single-target damage with their weapons. It's not as big a contribution as their positive status effects, but it's still more reliable than mage spells against quite a few bosses.

In random encounters, your armamentalist should rely on disruptive magic to mess up the enemies. Kasnooze, Kafuddle, and Kasap are all good for this. It's not as fast as blowing enemies apart, but it's not too bad. If you don't have a major healer in the party, these spells are good for cutting down on the amount of damage your party takes from bigger fights.

Even if you have wand skills already when you take this vocation, try out the bows. These weapons give your character a good way to deal damage from the back and contribute outside of spellcasting.

EQUIPMENT

Armamentalists don't have extensive equipment needs like most classes. Get them a good bow, upgrade armour after the frontliners are in good shape, and sit back. You don't even need these casters to have particularly high magical might.

BENEFITS FROM ALTERNATIVE VOCATIONS

Many characters that are priests/mages/sages pop into this vocation to get one or two Fource abilities. Characters that want to be armamentalists as a primary vocation have to think a bit more. Use ranger levels for easy bow skill points. Sages can upgrade bow skills as well, but be hesitant to waste your early sage levels. You might want to play that vocation more extensively later, and sage upgrades are rather good.

Otherwise, everything is a little bit useful. Armamentalists bring so much of their utility to parties from their spell list and early vocation abilities. You don't need much beyond that to go farther. However, the tradeoff is that the effectiveness of this vocation seems to top out before many others.

PALADIN

OVERVIEW

PRIMARY FUNCTIONS: Protecting party members, single-target damage, healing
BEST ATTRIBUTES: HP and resilience
SKILLS: Hammer, spear, wand, shield, virtue

DESCRIPTION

Paladins are almost the antithesis of gladiators. They start with the warrior core and decide to reduce their damage output in favor of protecting the party. Instead of being limited to only minor defensive powers, these characters get more health, great resilience, and abilities that make it much easier to protect everyone else without gambling on who will be attacked. They also become backup healers. With spells to raise party defence and Heal, paladins have even more options for saving lives while taking hits on the frontline.

These tradeoffs pay themselves quickly during late-game boss fights. While fighting random encounters, you see the least benefit from paladins.

VOCATION-RELATED QUESTS

Note: This class must be unlocked during Quest 106
Challenge Quest 106
Challenge Quest 107
Challenge Quest 108

ATTRIBUTE TABLES

ATTRIBUTE	LEVEL 1	LEVEL 5	LEVEL 15	LEVEL 25	LEVEL 40	LEVEL 60	LEVEL 80	LEVEL 99	RATING
HP	36	59	117	174	260	376	491	600	★★★★★★★★★★
MP	11	17	34	51	76	110	143	175	★★★
Strength	21	35	69	103	154	222	289	354	★★★★★★
Agility	4	7	14	21	32	46	60	73	★★
Resilience	22	35	70	104	156	225	294	360	★★★★★★★
Deftness	1	1	2	3	4	6	7	9	★
Charm	7	11	23	34	50	73	95	116	★★★★
Magical Mending	10	16	32	48	71	103	134	164	★★★
Magical Might	0	0	0	0	0	0	0	0	★

VOCATION SPELLS

SPELL NAME	LEVEL LEARNED	MP COST	DESCRIPTION
Buff	2	3	Raises the defence of a single party member
Heal	7	2	Restores at least 30 HP to a single ally
Spell Checker	10	3	Protects a single ally from attack spells
Midheal	20	4	Restores at least 75 HP to a single ally
Kabuff	26	6	Raises the defence of all party members
Magic Barrier	28	6	Protects the whole party from attack spells
Kamikazee	33	1	Sacrifice the caster's life to destroy all enemies
Kerplunk	46	All	Sacrifices the caster's life (and MP) to Resurrect all slain party members

VOCATION SKILLS

HAMMER SKILL

SKILL POINTS	NAME	BENEFIT
3	Heart Breaker	An attack that deals damage and has a chance to disrupt the enemy's round
7	Attack +10 with Hammers	Adds 10 to your character's attack power when using hammers
13	Penny Pincher	An attack that deals damage and has a chance to steal money from the enemy
22	Critical Rate Up with Hammers	Improves the chance for your character to land a critical hit with hammers
35	Bagsy Last	Forces the character to attack at the end of the round, dealing somewhat increased damage
42	Attack +20 with Hammers	Adds 20 to your character's attack power when using hammers
58	Monster Masher	An attack ability that deals extra damage to monsters from the materials family
76	Attack +30 with Hammers	Adds 30 to your character's attack power when using hammers
88	Crackerwhack	A special attack that hits all enemies in the battle
100	Omnivocational Hammermaster	Lets your character use hammers in any vocation

SPEAR SKILL

SKILL POINTS	NAME	BENEFIT
3	Mercurial Thrust	Attack ability that does less damage but allows your character to strike first
7	Attack +10 with Spears	Adds 10 to your character's attack power when using spears
13	Cattle Prod	Attack ability that deals extra damage to creatures of the beast family
22	Pressure Pointer	Attack ability that has a chance of killing the target instantly
35	Critical Rate Up with Spears	Improves the chance for your character to land a critical hit with spears
42	Attack +20 with Spears	Adds 20 to your character's attack power when using spears
58	Thunder Thrust	Attack ability that either fails or causes an instant critical hit
76	Attack +30 with Spears	Adds 30 to your character's attack power when using spears
88	Multithrust	An inexpensive attack ability that strikes multiple times
100	Omnivocational Spearmaster	Lets your character use spears in any vocation

WAND SKILL

SKILL POINTS	NAME	BENEFIT
3	Max MP +10 with Wands	Adds 10 MP to your character when using wands
7	Antimagic	Attempts to stop a single foe from casting spells
13	MP Absorption +2%	Adds 2% to the amount of MP your character gains when meleeing with a wand
21	Beelzefreeze	Attempts to paralyze demonic targets
31	Max MP +30 with Wands	Adds 30 MP to your character when using wands
44	Caduceus	Gives your character an ability that heals (self or other) for a moderate amount
57	MP Absorption +4%	Adds 4% to the amount of MP your character gains when meleeing with a wand
70	Max MP +60 with Wands	Adds 60 MP to your character when using wands
84	Auto MP Recovery with Wands	Your character gains MP every combat turn if he or she has a wand equipped
100	Omnivocational Wandmaster	Lets your character use wands in any vocation

SHIELD SKILL

SKILL POINTS	NAME	BENEFIT
6	Blockenspiel	Attacks while maintaining high defence
12	+2% to Block	Raises your character's chance to block by 2% if he or she uses a shield
18	Defending Champion	Greatly reduces incoming damage from physical attacks
25	+2% to Block	Raises your character's chance to block by 2% if he or she uses a shield
32	Immense Defence	A stance that dramatically improves shield effectiveness
40	Magic Mirror	Reflects enemy spells for several turns
52	+2% to Block	Raises your character's chance to block by 2% if he or she uses a shield
66	Holy Impregnable	A holy aura that blocks negative status effects
82	Back Atcha	Stops attacks and reflects them back at the enemy party
100	Omnivocational Shieldmaster	Lets your character use shields in any vocation

VIRTUE

SKILL POINTS	NAME	BENEFIT
4	Pincushion	Abandons attack and instead deals damage to any monster that attacks the character
10	Natural Resilience +10	Adds 10 points to your character's resilience
16	H-Pathy	Transfers HP from your character to another character in the group
22	Natural Magical Mending +30	Adds 30 points to your character's magical mending
32	M-Pathy	Transfers MP from your character to another character in the group
42	Natural Resilience +30	Adds 30 points to your character's resilience
55	Selflessness	Defends any character in the group that is in critical condition
68	Natural Resilience +60	Adds 60 points to your character's resilience
82	Forbearance	Defends all members of the party (wonderful)
100	Natural HP +80	Adds 80 points to your character's maximum HP

HOW TO BE EVERYONE'S BEST PAL...ADIN

Paladins practically evolve from warrior stock. They guard the front of the party and sometimes even take an active role in defense. During large fights, paladins have the option to stop attacking and ensure that most of the enemies' strikes come at them. This reduces the damage coming at the party because it ensures that the best-armoured person in the group is taking the hits. It also increases the chance of outright enemy misses due to blocked attacks.

To be a great paladin, push skill points into virtue as quickly as possible. Let other vocations get you your shield and weapon upgrades. Between the hammer and the spear, paladins are more likely to take the spear; it's a weapon with more versatility for critical hits, and it's one that you can get much earlier in the game. Not that there is anything wrong with hammers. They're great!

In easy fights, let your paladin go forward with direct attacks. There is no need to hit Forbearance every round; all this does is delay your fights. Instead, wait for large engagements or boss fights before digging in your heels.

Use your paladin for out of battle healing if you have any concerns about your primary healer's MP total. For in-battle healing, you won't benefit much from using paladins; they are much too useful either attacking or guarding everyone else.

EQUIPMENT

Buy the best shield you can. Buy the best armour as well. The character that does the most melee damage should get the best weapon in your group. Your paladin should get all the best armour. After that, let the upgrades trickle down to everyone else.

Be willing to sacrifice some defence on your paladin if there is alternative equipment that helps you resist magic of various types. Anything that keeps your paladin from being confused, put to sleep, or paralyzed is always good. Having your healer put out of action is the worst thing in the world. Having a sturdy, defensive vocation like a paladin swept aside is the second worst.

Because paladins are so hard to kill, have them carry items to save the healer. These include magic water/sage's elixir (to help restore the healer's MP), Yggdrasil leaves (to Resurrect the healer), and anything that might remove status effects. Look up enemy bosses before you enter a dungeon. If you see that they have a major status effect, buy its counter and give the paladin a few of these items.

BENEFITS FROM ALTERNATIVE VOCATIONS

Warrior training is the best start for a pally. All of the bonuses are good for the future paladin, and even most of the abilities help out. Whistle makes it easier for paladins to get monster attention while still attacking, and Morale Masher protects the party by stopping enemies that build Tension. It's all good stuff. Attack Attacker, if you get that far, is also a great boon.

Priests seem intuitive, but you can't get much out of them without putting in many levels. The bonuses for paladins are spread out all over the faith table.

Use mages and luminaries for free shield points. Minstrels are good too, though you might want to grab Spry in the Crisis before switching to shields.

Gladiator is worthwhile for the early bonuses (though their hammer training is good if you decide to make a hammer paladin). Armamentalists also have some good early bonuses in their Fource line.

Use sages for either shield training or for a few healing upgrades. That's a judgment call either way.

RANGER

OVERVIEW

PRIMARY FUNCTIONS: Single-target damage, minor enemy disruption
BEST ATTRIBUTES: Deftness
SKILLS: Boomerang, axe, bow, fisticuffs, ruggedness

DESCRIPTION

Rangers are one of the few damage dealers than can hold the rear line and still maintain a good presence in direct combat. With bows and boomerangs, these characters can hit enemies consistently without exposing themselves. If your group doesn't have much healing, it's important to structure the party in a way that reduces total damage taken. This can be a great portion of that. Have an excellent tough character in front (e.g., a paladin), and then support him or her with characters that won't draw much attention.

Using this technique, it's possible to have groups with several primary damage dealers that get by on medicinal herbs, medicine, or secondary healers. That's ideal for killing wandering enemies quickly and for harvesting their loot. This is trickier in boss fights, but for much of the game it's still doable.

VOCATION-RELATED QUESTS

Note: This class must be unlocked during Quest 112

Challenge Quest 112
Challenge Quest 113
Challenge Quest 114

ATTRIBUTE TABLES

ATTRIBUTE	LEVEL 1	LEVEL 5	LEVEL 15	LEVEL 25	LEVEL 40	LEVEL 60	LEVEL 80	LEVEL 99	RATING
HP	31	50	99	148	221	319	417	510	
MP	14	23	44	66	99	143	187	229	
Strength	18	30	59	89	132	191	249	305	
Agility	16	26	51	77	115	165	216	264	
Resilience	14	24	47	70	105	151	197	241	
Deftness	30	49	97	145	217	313	409	500	
Charm	4	6	12	18	26	38	50	61	
Magical Mending	12	20	39	58	87	125	164	200	
Magical Might	0	0	0	0	0	0	0	0	

VOCATION SPELLS

SPELL NAME	LEVEL LEARNED	MP COST	DESCRIPTION
Safe Passage	3	2	Allows your party to travel across dangerous terrain without taking damage
Squelch	4	2	Cures a single ally of the effects of poison
Evac	7	3	Instantly exits the current dungeon, cave, or tower
Heal	10	2	Restores at least 30 HP to a single ally
Insulate	12	4	Protects a party member from breath-based attacks
Tingle	16	2	Cures all party members of the effects of paralysis
Cock-a-doodle-doo	18	2	Awakens any sleeping party members
Midheal	22	4	Restores at least 75 HP to a single ally
Zing	24	8	Attempts to Resurrect a fallen ally (may fail)
Insulate	26	8	Protects the whole party from breath-based attacks
Moreheal	34	8	Restores at least 165 HP to a single ally

VOCATION SKILLS

BOOMERANG SKILL

SKILL POINTS	NAME	BENEFIT
3	Crosscutter Throw	Hits enemies with slightly increased damage
7	Power Throw	An attack that hits all enemies in all groups
13	Attack +10 with Boomerangs	Adds 10 to your character's attack when using boomerangs
22	Ooze Bruiser	This attack deals extra damage to monsters of the slime family
35	Attack +20 with Boomerangs	Adds 20 to your character's attack when using boomerangs
42	Starburst Throw	This ability deals bonus damage to all targets
58	Firebird Throw	The boomerang won't inflict as much total damage, but it hits enemies in the group many times
76	Attack +30 with Boomerangs	Adds 30 to your character's attack when using boomerangs
88	Metalicker	An effective attack against metal-bodied enemies
100	Omnivocational Rangmaster	Lets your character use boomerangs in any vocation

AXE SKILL

SKILL POINTS	NAME	BENEFIT
3	Poplar Topper	An attack that deals extra damage to monsters from the plant family
7	Attack +10 with Axes	Adds 10 to your character's attack power when using axes
13	Parallax	An attack that has a chance to paralyze the target
22	Critical Rate Up with Axes	Improves the chance for your character to land a critical hit with axes
35	Helm Splitter	Does damage and lowers the enemy's physical defence
42	Attack +20 with Axes	Adds 20 to your character's attack power when using axes
58	Hatchet Man	An attack that either misses or delivers a critical hit
76	Attack +30 with Axes	Adds 30 to your character's attack power when using axes
88	Axes of Evil	Damages an entire group of enemies
100	Omnivocational Axemaster	Lets your character use axes in any vocation

BOW SKILL

SKILL POINTS	NAME	BENEFIT
3	Conjury Conductor	Shoots an enemy with an attack that makes it vulnerable to magic
7	Attack +10 with Bows	Adds 10 to your character's attack power when using bows
13	Flutter Disaster	An attack that deals extra damage to monsters of the bird family
22	Critical Rate Up with Bows	Improves the chance for your character to land a critical hit with bows
35	Needle Shot	This attack has a chance to instantly kill the enemy
42	Attack +20 with Bows	Adds 20 to your character's attack power when using bows
58	Rain of Pain	Randomly shoots four arrows into enemies
76	Attack +30 with Bows	Adds 30 to your character's attack power when using bows
88	Hallowed Arrow	This ability does damage and drains MP for the character as well
100	Omnivocational Bowmaster	Lets your character use bows in any vocation

FISTICUFFS SKILL

SKILL POINTS	NAME	BENEFIT
3	Stone's Throw	Attacks a group of enemies for modest damage
7	Attack +10 with Fists	Adds 10 to your character's attack when using only fists
12	Wind Sickles	Attacks a group of enemies and deals extra damage to elemental monsters
18	Critical Hit Rate Up with Fists	Raises the chance for your character to land a critical hit when using only fists
25	Knuckle Sandwich	A powerful attack that deals extra damage
30	Evasion Chance +4% with Fists	Adds 4% to your character's chance to avoid attacks and abilities when using fists
42	Multifists	Delivers four blows against random opponents (immensely useful)
60	Attack +30 with Fists	Adds 30 attack when your character is using only fists
77	Boulder Toss	Throws a boulder at an enemy, dealing high damage
100	Attack +60 with Fists	Adds 60 attack when your character is using only fists

RUGGEDNESS

SKILL POINTS	NAME	BENEFIT
4	Soothe Sayer	Calms an enemy that has become enraged
10	Natural Deftness +10	Adds 10 to a character's deftness
16	Mercy	Gives the target a chance to flee (only works on weak enemies)
22	Natural Agility +20	Adds 20 to a character's agility
32	Vanish	Lowers the likelihood that the character will be attacked by enemies
42	Natural Resilience +20	Adds 20 to a character's resilience
55	Mist Me	Summons a fog that disrupts some enemy attacks
68	Natural Deftness +30	Adds 30 to a character's deftness
82	Wolf Whistle	Summons two wolves to wail on your target
100	Natural Deftness +60	Adds 60 to a character's deftness

IN THE EYES OF THE RANGER

Rangers are able to sit in back while still contributing decently to direct damage for the party. These fellows are some of the only vocations that can use either bows or boomerangs. Both are rare and useful. Bows help more with pinpoint damage, while boomerangs are like miniature Boom weapons. They're great at hitting groups and have abilities that expand to hit all targets onscreen.

Rangers eventually get Vanish and Mist Me to help them avoid problems, but they're already a vocation that doesn't get attacked as much. If you want to make greater use of these abilities, you can transfer the ranger to the frontline. Still, this leaves you with a frontliner that doesn't have great armour, has average health, and gains only a poor amount of resilience.

There are certainly deadlier and more survivable vocations in the game. So what are rangers really meant to do? Well, they are a wealth of deftness points for anyone who trains in ruggedness. Thieves that want to beef up their deftness can train as a ranger periodically.

EQUIPMENT

Grab a great bow or boomerang and enjoy your free damage. Much like a thief, this is a vocation that won't top the damage charts or get plenty of attention on its own.

BENEFITS FROM ALTERNATIVE VOCATIONS

Rangers are a stop along the road more often than they are a destination. Don't pick them as a long-term vocation unless you fall in love with missile weapons. Even then, you can train the bow here and then turn to armamentalists. Boomerang enthusiasts can train here and then try out being a sage. There just isn't a good comparison between the utility of these vocations.

SAGE

OVERVIEW

PRIMARY FUNCTIONS: Area-of-effect damage, party healing
BEST ATTRIBUTES: MP and charm
SKILLS: Wand, bow, boomerang, shield, enlightenment

DESCRIPTION

Sages are amazingly good for Players who want to have a melee-heavy party. The reason is simple: sages let you combine many of the best aspects of a mage with the perks of a priest. Though still one character, you can often juggle healing, status effects, and some damage without many problems. In random encounters, Sages cast offensive spells just as well as you'd hope. In boss fights, these characters pull back and take to healing. There really aren't any downsides to mastering this vocation!

Note: You won't have the magical might of a mage or the magical mending of a priest. If you know that one of the roles is more important for a given encounter, don't be afraid to switch back to your old vocation and handle it that way. Sages are insanely useful, but anyone who only wants healing should stick with a priest, while area of effect damage dealers should keep their mages.

VOCATION-RELATED QUESTS

Note: This class must be unlocked during Quest 115
Challenge Quest 115
Challenge Quest 116
Challenge Quest 117

ATTRIBUTE TABLES

ATTRIBUTE	LEVEL 1	LEVEL 5	LEVEL 15	LEVEL 25	LEVEL 40	LEVEL 60	LEVEL 80	LEVEL 99	RATING
HP	29	47	93	139	208	300	393	480	★★★★
MP	30	49	97	145	217	313	409	500	★★★★★★★★★★
Strength	12	20	39	59	88	126	165	202	★★★
Agility	13	21	42	63	95	136	178	218	★★★
Resilience	12	20	39	59	88	126	165	202	★★★
Deftness	3	6	11	17	25	36	47	57	★★
Charm	14	23	46	68	102	147	192	235	★★★★★★★
Magical Mending	12	20	40	60	90	130	170	208	★★★★★
Magical Might	14	23	46	69	103	148	194	237	★★★★★

VOCATION SPELLS

SPELL NAME	LEVEL LEARNED	MP COST	DESCRIPTION
Heal	2	2	Restores at least 30 HP to a single ally
Zam	2	4	Strikes an enemy with the power of darkness (dealing 16-32 base damage)
Squelch	5	2	Cures a single ally of the effects of poison
Evac	5	3	Instantly exits the current dungeon, cave, or tower
Bang	8	5	Damages all enemies in the battle (dealing 20-30 base damage)
Zammle	8	7	Smites an enemy with the power of darkness (dealing 50-80 base damage)
Divine Intervention	13	4	Weakens a group of enemies against attack spells
Midheal	16	4	Restores at least 75 HP to a single ally
Zing	20	8	Attempts to Resurrect a fallen ally (may fail)
Multiheal	24	16	Restores at least 100 HP to all party members

SPELL NAME	LEVEL LEARNED	MP COST	DESCRIPTION
Boom	27	10	Engulfs all enemies in a large explosion (dealing 52-68 base damage)
Kebuff	30	6	Raises the defence of all party members
Moreheal	33	8	Restores at least 165 HP to a single ally
Magic Barrier	38	6	Protects the whole party from attack spells
Kazam	43	20	Smashes an enemy with the power of darkness (dealing 120-180 damage)
Kazing	45	15	Resurrects a fallen ally (t works every time)
Kaboom	48	28	Blasts all enemies with a violent explosion (dealing 130-150 base damage)
Kazammle	61	45	Strikes an enemy with Stygian .ightning (dealing 255-315 base damage)
Kaboomle	66	56	Blasts all enemies with an incredibly violent explosion (dealing 200-220 base damage)
Magic Burst	78	All	Uses all remaining MP in an AoE blast (base damage is 1.5x your current MP)

VOCATION SKILLS

WAND SKILL

SKILL POINTS	NAME	BENEFIT
3	Max MP +10 with Wands	Adds 10 MP to your character when using wands
7	Antimagic	Attempts to stop a single foe from casting spells
13	MP Absorption +2%	Adds 2% to the amount of MP your character gains when meleeing with a wand
21	Beelzefreeze	Attempts to paralyze demonic targets
31	Max MP +30 with Wands	Adds 30 MP to your character when using wands
44	Caduceus	Gives your character an ability that heals (self or other) for a moderate amount
57	MP Absorption +4%	Adds 4% to the amount of MP your character gains when meleeing with a wand
70	Max MP +60 with Wands	Adds 60 MP to your character when using wands
84	Auto MP Recovery with Wands	Your character gains MP every combat turn if he or she has a wand equipped
100	Omnivocational Wandmaster	Lets your character use wands in any vocation

BOW SKILL

SKILL POINTS	NAME	BENEFIT
3	Conjury Conductor	Shoots an enemy with an attack that makes it vulnerable to magic
7	Attack +10 with Bows	Adds 10 to your character's attack power when using bows
13	Flutter Disaster	An attack that deals extra damage to monsters of the bird family
22	Critical Rate Up with Bows	Improves the chance for your character to land a critical hit with bows
35	Needle Shot	This attack has a chance to instantly kill the enemy
42	Attack +20 with Bows	Adds 20 to your character's attack power when using bows
58	Rain of Pain	Randomly shoots four arrows into enemies
76	Attack +30 with Bows	Adds 30 to your character's attack power when using bows
88	Hallowed Arrow	This ability deals damage and drains MP for the character as well
100	Omnivocational Bowmaster	Lets your character use bows in any vocation

BOOMERANG SKILL

SKILL POINTS	NAME	BENEFIT
3	Crosscutter Throw	Hits enemies with slightly increased damage
7	Power Throw	An attack that hits all enemies in all groups
13	Attack +10 with Boomerangs	Adds 10 to your character's attack when using boomerangs
22	Ooze Bruiser	This attack deals extra damage to monsters of the slime family
35	Attack +20 with Boomerangs	Adds 20 to your character's attack when using boomerangs
42	Starburst Throw	This ability deals bonus damage to all targets
58	Firebird Throw	The boomerang won't inflict as much total damage, but it hits enemies in the group many times
76	Attack +30 with Boomerangs	Adds 30 to your character's attack when using boomerangs
88	Metalicker	An effective attack against metal-bodied enemies
100	Omnivocational Rangmaster	Lets your character use boomerangs in any vocation

SHIELD SKILL

SKILL POINTS	NAME	BENEFIT
6	Blockenspiel	Attacks while maintaining high defence
12	+2% to Block	Raises your character's chance to block by 2% if he or she uses a shield
18	Defending Champion	Greatly reduces incoming damage from physical attacks
25	+2% to Block	Raises your character's chance to block by 2% if he or she uses a shield
32	Immense Defence	A stance that dramatically improves shield effectiveness
40	Magic Mirror	Reflects enemy spells for several turns
52	+2% to Block	Raises your character's chance to block by 2% if he or she uses a shield
66	Holy Impregnable	A holy aura that blocks negative status effects
82	Back Atcha	Stops attacks and reflects them back at the enemy party
100	Omnivocational Shieldmaster	Lets your character use shields in any vocation

ENLIGHTENMENT

SKILL POINTS	NAME	BENEFIT
4	Natural Magical Mending +20	Adds 20 points to your character's magical mending
10	Jack's Knack	Lets your character change vocations anywhere in the world (and can help other characters do this as well)
16	Natural Magical Might +20	Adds 20 points to your character's magical might
22	Right as Rain	Heals all allies for a minor amount of HP
32	Natural Magical Mending +40	Adds 40 points to your character's magical mending
42	Disruptive Wave	Removes all status effects from your enemies
56	Natural Magical Might +40	Adds 40 points to your character's magical might
68	Caster Sugar	Raises your caster's magical might and magical mending
82	Natural MP +60	Adds 60 points to your character's maximum MP
100	MP Consumption -25%	Lowers the cost of all spells and abilities by 25% for that character

HOW TO BE SAGACIOUS

Sages are easy to play once you've made it far enough into the game to unlock them. This is usually the last vocation unlocked by your party, since it requires monsters from the end of the game to complete the first sage quest.

Sages feel much like mages and priests. They stay in the back, build a huge supply of MP, and support the party in any way they can. Their attack spells deal area of effect damage to monsters just as well as most mages. Though they have lower magical might than a mage of similar level, your sage's access to even better spells reduces some of his or her deficit.

Outside of minor battles, your sage heals the party. During major fights, sages get to use the best single-target heals to save gravely injured characters, or the equally good party-healing spells to counterattack enemy area of effects attacks. Multiheal stops most bosses in their tracks, and Omniheal promises that enemies have no chance unless they can kill your characters in the blink of an eye.

Blow random monster groups down with the Boom line of spells. Kill bosses by improving your party, Kasaping the foes, and healing all damage that comes into play. Disruptive Wave lets you tear positive effects off of particularly scary bosses, while Caster Sugar gives you one of the best buffs in the game for aiding healing and spell damage.

Use spells like Magic Barrier and Kabuff to defend parties during any large engagement. Unless an enemy is using Disruptive Wave frequently, these two spells are almost proof against failure. They reduce enemy damage to manageable levels even when the foes are quite lethal on their own.

THERE'S MORE?

Sages, from a fairly early level, can act as a vocation trainer. This means that your party can switch professions out in the field. This is more than just convenient. As long as you bring along enough gear to equip your party after changes, the results are dramatic. You can use a group that busts through random encounters for most of a dungeon, and then switch to a boss-killer configuration without leaving the area. That's pretty nice indeed.

Late in your sage's career, he or she learns Magic Burst. This spells drains all of your remaining MP and deals extraordinary damage to everything in your path. Use this with great reservation. It's a fun spell, but you have to spend a fair amount of time getting back up to speed. However, it's a great final spell before your group returns to town.

Last, but never least, is the Kazing spell. The description says it all; this is a spell that Resurrects deceased characters without any chance of failure. You probably already noticed that because it's BLOODY WONDERFUL. Zing is a crummy spell, and sometimes its failures end up costing you more than the death of the very character you were trying to bring back. Kazing removes the uncertainty, making in-combat Resurrection much more feasible.

EQUIPMENT

Sages must serve several masters when it comes to their gear. They are in the back row, so defence is good but can wait a tiny bit longer. Magical mending is a must, magical might is almost as critical, and anything that restores MP is good too. While walking around dungeons and fields, a Goddess ring is one of the best treats. Having MP to spare makes it easier to throw out big spells at the drop of a hat.

Sages usually act as a primary healer for a group. As such, you want to find equipment that resists Fuddle, Snooze, and other disabling spells/abilities.

BENEFITS FROM ALTERNATIVE VOCATIONS

Sages are built on the backs of other vocations. They draw from mages and priests quite heavily. The passive bonuses from both of these vocations are needed to bring the sage up to speed. Because this is a post-game or very late-game vocation, it's fair to request that people go deep into both caster trees even before they start massive leveling with the sage.

Use melee shield vocations (such as minstrels and luminaries) to grab almost free shield points. This aids in your sage's survivability without costing any major upgrades.

The lack of Oomph is a sage's greatest weakness. Spend time as an armamentalist so that your character has at least something to raise melee characters' damage.

LUMINARY

OVERVIEW

PRIMARY FUNCTIONS: Everything under the sun
BEST ATTRIBUTES: Magical mending
SKILLS: Fan, whip, boomerang, shield, je ne sais quoi

DESCRIPTION

Luminaries are even more out in left field than minstrels. You get to have minor healing, some offense, abilities that mess around with enemies, and so forth. There isn't anything that luminaries can't do, but they have real trouble doing anything wonderfully. This really is a vocation that's best used as a way to steal abilities for other vocations. For example, a warrior or paladin might love Eyes on Me. It's a great ability for protecting the group, and it helps complete a number of strange quests.

Other characters might have trouble finding spare points for their shields. Thus, they can use luminaries to get spare points and level shields without putting in as much time as it would take in their primary vocation.

VOCATION-RELATED QUESTS

Note: This class must be unlocked during Quest 118

Challenge Quest 118
Challenge Quest 119
Challenge Quest 120

THE SPOILS OF VICTORY

Luminaries are the only vocation reserved for the post-game. The trainer for these characters won't give you the quest to unlock luminaries until you beat the last boss and continue playing.

ATTRIBUTE TABLES

ATTRIBUTE	LEVEL 1	LEVEL 5	LEVEL 15	LEVEL 25	LEVEL 40	LEVEL 60	LEVEL 80	LEVEL 99	RATING
HP	31	50	99	148	221	319	417	510	
MP	13	22	43	64	95	138	180	220	
Strength	9	15	29	43	64	93	121	148	
Agility	22	36	70	105	157	226	295	361	
Resilience	12	20	40	59	89	128	168	205	
Deftness	16	25	50	75	112	162	212	259	
Charm	18	30	58	87	130	188	245	300	
Magical Mending	19	31	62	92	138	199	260	318	
Magical Might	5	8	15	22	33	48	63	77	

VOCATION SPELLS

SPELL NAME	LEVEL LEARNED	MP COST	DESCRIPTION
Heal	4	2	Restores at least 30 HP to a single ally
Woosh	11	3	Slices a group of enemies with a small whirlwind (dealing 8-24 base damage)
Bounce	18	4	Forms a protective barrier that reflects all enemy spells back at them
Midheal	23	4	Restores at least 75 HP to a single ally
Swoosh	36	8	Slices a group of enemies with a powerful whirlwind (dealing 25-55 base damage)
Kaswoosh	45	26	Slices a group of enemies with a ferocious whirlwind (dealing 80-180 base damage)
Kaswooshle	58	50	Slays a group of enemies with a terrible whirlwind (dealing 150-250 base damage)

VOCATION SKILLS

FAN SKILL

SKILL POINTS	NAME	BENEFIT
3	Flower Power	Has a chance to confuse enemies in a group
7	Attack +10 with Fans	Adds 10 to your character's attack when using fans
13	Reverse Cycle	Reflects breath attacks
22	Critical Hit Rate Up with Fans	Raises the chance for your character to score a critical hit when using fans
35	Water Slaughter	An attack that deals extra damage to enemies from the aquatic family
42	Attack +20 with Fans	Adds 20 to your character's attack when using fans
58	Schizofanic	Improves evasion for your character
76	Attack +30 with Fans	Adds 30 to your character's attack when using fans
88	Fan Dango	Randomly attacks enemies multiple times
100	Omnivocational Fanmaster	Lets your character use fans in any vocation

WHIP SKILL

SKILL POINTS	NAME	BENEFIT
3	Hypnowhip	Attack ability that has a chance to confuse the target
7	Lashings of Love	Attack ability that deals extra damage to groups of humanoids
13	Attack +10 with Whips	Adds 10 to attack when the character uses whips
22	Trammel Lash	Attack ability that attempts to cause paralysis to the target
35	Attack +20 with Whips	Adds 20 to attack when the character uses whips
42	Hit the Hay	Attack ability that tries to put the enemies to sleep
58	Attack +30 with Whips	Adds 30 to attack when the character uses whips
76	Schadenfreude	An attack that inflicts damage on targets while healing the character
88	Twin Dragon Lash	Attacks an enemy group twice
100	Omnivocational Whipmaster	Lets your character use whips in any vocation

BOOMERANG SKILL

SKILL POINTS	NAME	BENEFIT
3	Crosscutter Throw	Hits enemies with slightly increased damage
7	Power Throw	An attack that hits all enemies in all groups
13	Attack +10 with Boomerangs	Adds 10 to your character's attack when using boomerangs
22	Ooze Bruiser	This attack deals extra damage to monsters of the slime family
35	Attack +20 with Boomerangs	Adds 20 to your character's attack when using boomerangs
42	Starburst Throw	This ability deals bonus damage to all targets
58	Firebird Throw	The boomerang won't inflict as much total damage, but it hits enemies in the group many times
76	Attack +30 with Boomerangs	Adds 30 to your character's attack when using boomerangs
88	Metalicker	An effective attack against metal-bodied enemies
100	Omnivocational Rangmaster	Lets your character use boomerangs in any vocation

SHIELD SKILL

SKILL POINTS	NAME	BENEFIT
6	Blockenspiel	Attacks while maintaining high defence
12	+2% to Block	Raises your character's chance to block by 2% if he or she uses a shield
18	Defending Champion	Greatly reduces incoming damage from physical attacks
25	+2% to Block	Raises your character's chance to block by 2% if he or she uses a shield
32	Immense Defence	A stance that dramatically improves shield effectiveness
40	Magic Mirror	Reflects enemy spells for several turns
52	+2% to Block	Raises your character's chance to block by 2% if he or she uses a shield
66	Holy Impregnable	A holy aura that blocks negative status effects
82	Back Atcha	Stops attacks and reflects them back at the enemy party
100	Omnivocational Shieldmaster	Lets your character use shields in any vocation

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SKILL POINTS	NAME	BENEFIT
4	Natural Charm +10	Adds 10 points to your character's charm
10	Autograph	An attack that costs a small amount of gold coins but deals considerable damage
16	Natural Agility +20	Adds 20 points to your character's agility
22	Scandal Eyes	Attempts to blind a group of enemies
32	Natural HP +20	Adds 20 points to your character's maximum HP
42	Extreme Makeover	Raises your character's charm for a modest period
55	Natural Charm +20	Adds 20 points to your character's charm
68	Eyes on Me	Draws enemy attention, enraging targets from all groups (a superb tanking skill)
82	Natural Charm +30	Adds 30 points to your character's charm
100	Disco Stew	Delivers an AoE attack that the enemy won't soon forget

HOW TO BE A SUPERSTAR

There isn't much more to say about being a luminary that hasn't been said in the minstrel section. This vocation is one of the best upgrades from a previous style of play. What minstrels do, the luminaries do better. They use most of the same weaponry, with whips, fans, and shields being common to both. Their spell list is also quite similar, though luminaries go deeper into the Swoosh line of spells and have more area of effect damage potential.

If you enjoyed playing your minstrel in the early game, try maxing out the vocation skill lines in both of these classes and see how it turns out.

Blast groups of enemies with Swoosh-type spells. Use Midheal for backup healing, and have your character attack in melee for modest damage. Use your disruptive weapon skills and vocation skills to throw off enemies.

There is a strange vocation skill that's worth calling out above all the others. Eyes on Me is like a super version of the Whistle ability, from the warrior's courage line. This ability isn't easy to get to work, but when it does, the move enrages all enemies at once. This is a great way to mess up enemy attack patterns. Eyes on Me works well with quests that require enraged targets, force specific characters to take damage, and so forth. When learned by a paladin, it's also a good way to start fights and get enemy attention. The only problem is that this ability is so deep in the luminary line. Most people won't go after it until deep in the post-game.

EQUIPMENT

There's nothing new here either. Anything that would be good for a minstrel is just as reliable for a luminary.

BENEFITS FROM ALTERNATIVE VOCATIONS

Steal passive benefits from the minstrel and thief lines. Rangers also help in this way. Use the casters to max out your shield as desired, and then you'll have a luminary that is pretty much complete. All of these vocations work well together.

The Path of Angels

You're probably ready to jump straight into the game world and start your divine work, but wait just one more moment. First, you need to create your character! After starting your game for the first time, the character creation menu appears.

Decide on a gender for your hero. This isn't a tactical choice; you can choose either option without any fear that it will negatively impact your future combat statistics. Look at both and make your decision. If you want, you can also use the shoulder buttons to rotate the characters and see what they look like from several angles.

Next, choose a body type. This menu has five selections. The largest bodies are on the left side, with the selections becoming progressively smaller as you move to the right. As before, this is matter of aesthetics. Combat stats aren't altered by your choice in any way.

Hairstyle is the third option. Take a look through the available choices, then pick your favorite hair color to go with it!

Face and skin tone are your next choices. Select what you want, and then finish your design with the best eye color for your hero.

Now, you get to name your hero. Use the up/down arrows on the lower left of the mini keyboard to make sure you have the capitalization you want. Also, examine the keys next to the spacebar at the bottom of the mini keyboard if you want smiley faces or other symbols. Think of something heroic or amusing.

And that's it. You're now free to go into the world. Your Celestrian has been assigned to watch over Angel Falls. It sounds like an idyllic place to get started. What could possibly go wrong?

The Guardian of Angel Falls

WATCHING OVER YOUR FLOCK

Your Celestrian hero is young, having watched over this small town for only a brief time. The village's previous guardian, Aquila, is pleased with your hero's progress. The story begins as the two fly over the town, invisible to its inhabitants.

Suddenly, the peace is broken! Several monsters are preparing to ambush two townsfolk. Without delay, Aquila orders your hero forward to stop the attack.

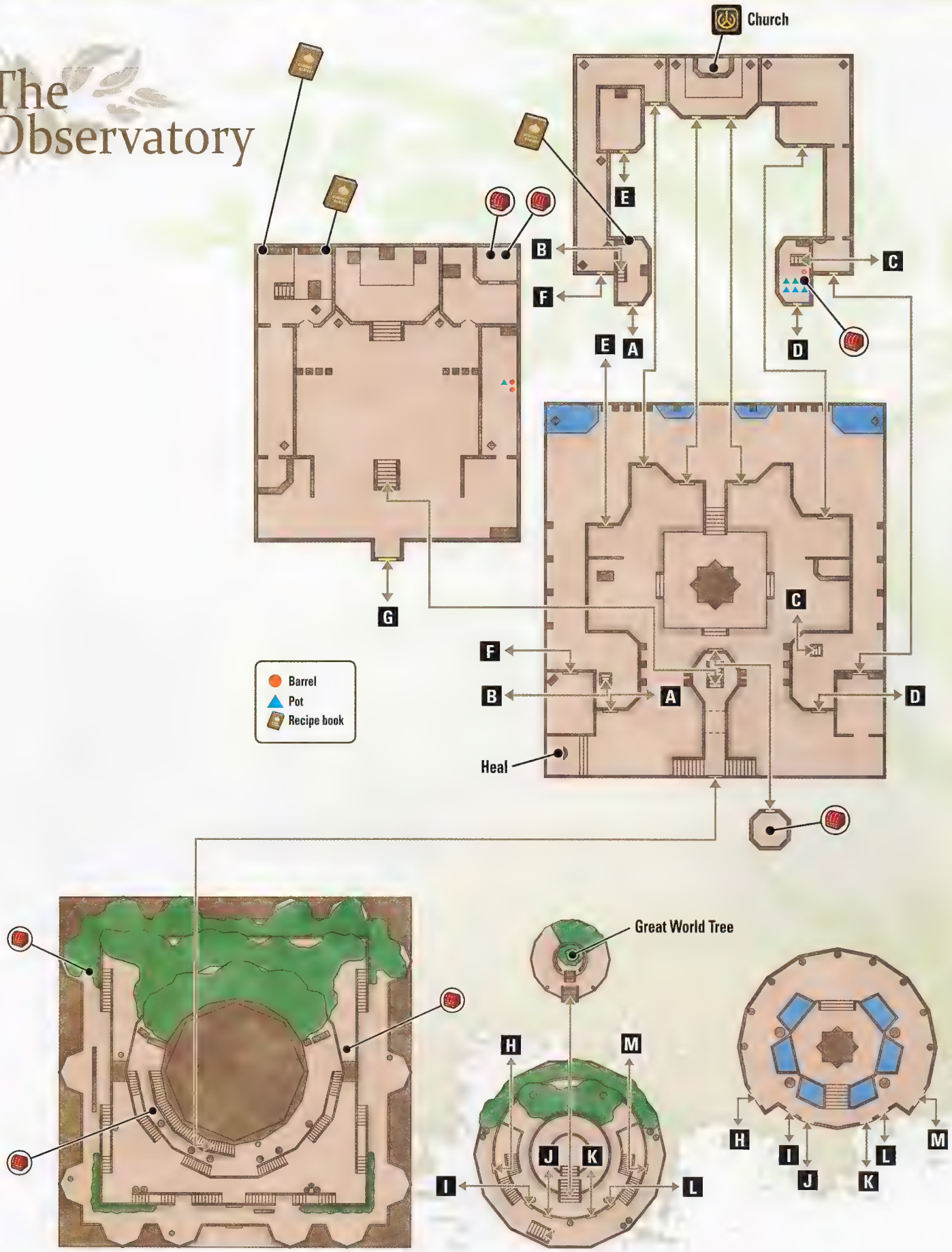
In a flash, battle commences. You're in the front of it all, with Aquila hanging back to see how your hero does. Your character isn't very experienced, but neither are these monsters, so you don't have much to fear. Aquila isn't under your control, but that doesn't mean the veteran won't help out when push comes to shove.

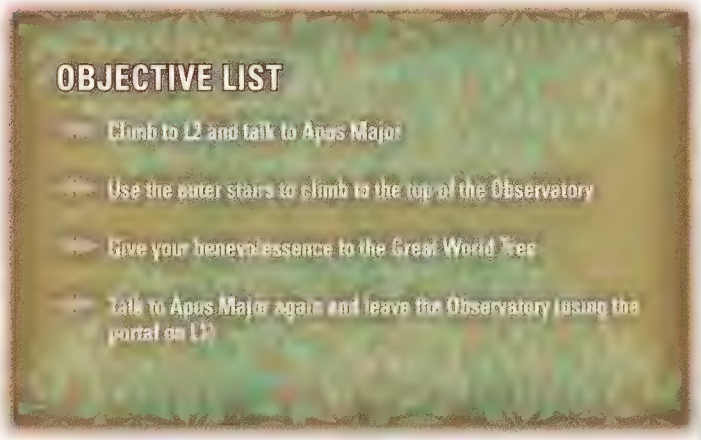
Here, you face two slimes and a single cruelcumber. Take a look around the combat menu for a moment to get a feel for things, and then select attack and choose one of the slimes when you're ready for action.

With Aquila's help, you should be able to trash the enemies in a few rounds of combat. Your hero may take a few points of damage, but it's not nearly enough to knock your hero unconscious. The end result is that the villagers are saved; they don't even know how close they came to a wicked sliming.

The young girl that passes says a brief prayer to your hero. This creates a burst of benevolessence. Your hero receives the blessing, then Aquila explains. Benevolessence is a manifestation of people's gratitude toward their guardians. These crystals can be taken and presented to the Great World Tree, called Yggdrasil.

The Observatory

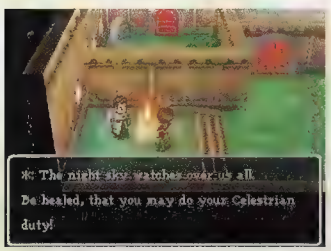



OBJECTIVE LIST
Climb to L2 and talk to Apus Major
Use the outer stairs to climb to the top of the Observatory
Give your benevolessence to the Great World Tree
Talk to Apus Major again and leave the Observatory (using the portal on L1)

FIRST FLOOR

With the job done for now, your hero and Aquila fly off to the Observatory. High in the clouds, this is where the Celestrians take their offerings. Aquila says to report to Apus Major in the Great Hall.

Look around the first floor of the Observatory. Talk to the Celestrian in the lower left to obtain free healing. Proceed inside the room on the right to find a chest.



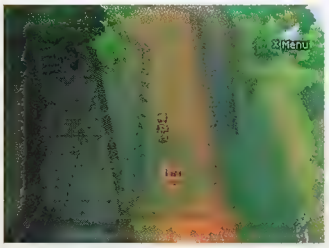
The Celestrians on the first floor have a few things to say. They're clearly proud of their ancestry, and it's not surprising that some are fairly arrogant about their position in the world. If you'd like to read some history, search the room on the left and read *The Creation of the World*.

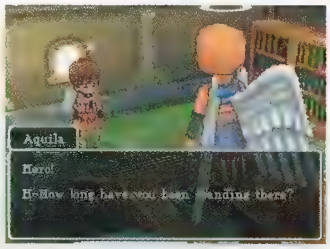
There is also a prayer room near the top of the map. Look to the right of the stairs. Find the priest inside, and talk to this Celestrian to save your game.

THE SECOND FLOOR

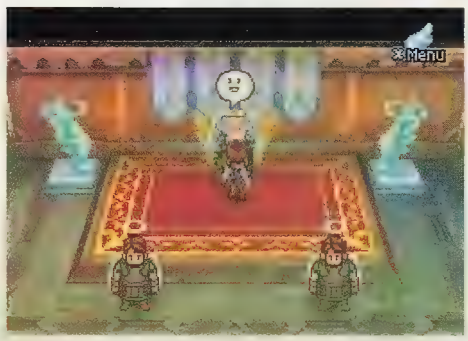
When you wish to advance, use the staircase at the bottom of the map and climb to the second floor of the Observatory. Once you're on the second floor, head outside and search the left portion of the map for a chest.

Climb the stairs to a higher tier of this area. Another chest is located on the left side. Then, walk all the way to the right side of the map and travel to the top of the area. Climb a set of stairs there to reach another chest.





Head back inside and talk to anyone who interests you. Pay attention to the conversation that takes place in the library. Aquila is having a discussion with his friend Columba. Eavesdrop on them to find out some interesting gossip!

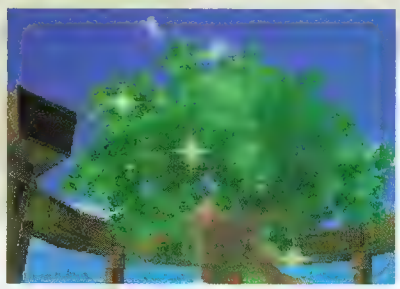


Also in the library, on the right side of the room, is a book titled *Register of Guardians*. This book contains a bit of gossip as well.

Next, find Apus Major at the top of the map. Talk to him to advance the story. Apus Major wants your hero to take the benevolessence to the top of the Observatory. You now have permission to climb the stairway outside. Exit via the southern doors and take the steps that lead up as far as they will go. The guard wouldn't let your hero pass before, but now that you have Apus' permission, you can waltz right through without much delay.

CLIMBING TO THE TOP

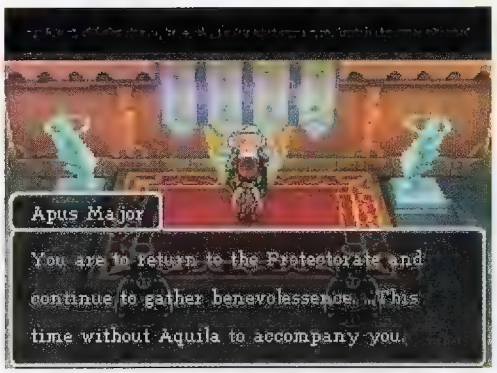
When you reach the next floor, a Celestrian tells your hero a bit more about the mythology of the Great World Tree. It seems as if the offerings of benevolessence hasten the blooming of the World Tree. This upcoming period is known as Fyggbloom, and it sounds like a golden age for the Celestrians.

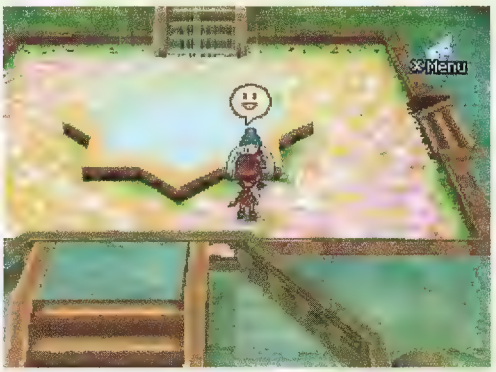


There isn't much to do on the third floor because so few Celestrians are allowed in this sacred area. Talk to the people inside if you like, but climb the stairs once more when you want to see the Great World Tree. The last set of stairs is in the center of the map.

Approach Yggdrasil and offer the benevolessence to the tree. This starts a scene that lasts for a short period. Talk to Aquilà when you're done. He'll tell your hero to return to Apus Major for another conversation. He'll also ask if he can refer to your hero less formally in the future. Celestrians are supposed to obey their superiors without question, but the choice is yours.

Climb back down to the second floor and have another audience with Apus Major. He'll ask your hero to return to Angel Falls, though this time you are to go alone. It looks like you've really earned a chance to prove yourself.


Apus Major
You are to return to the Protectorate and continue to gather benevolessence. This time without Aquila to accompany you.



Return to the entrance of the Observatory and talk to the Celestrian beside the portal. She'll make sure you're ready to return to the Protectorate. Make sure that you're fully healed and that you've properly looted any treasure. Then, head out!

Back in Angel Falls

ITEMS OF IMPORTANCE

- Keepsake ring (hidden near the item shop)

OBJECTIVE LIST

- Talk to the dog by the item shop and collect the keepsake ring that it uncovers
- Give the keepsake ring to the old woman in the church (acquire benevolessence)
- Fully clean the stables on the left side of town (acquire benevolessence)
- Wait for night to fall, which occurs after completing the first three objectives
- Talk to Aquila in the center of town
- Talk to the ghost on the right side of town and help him find peace (acquire another benevolessence)
- Tell Aquila that you are ready to return to the Observatory

ANOTHER DAY IN PARADISE

Angel Falls is bright and sunny. You're free to explore on your own now. You can't talk to anyone (because your hero is invisible), but it's possible to listen to things people are saying to each other and to themselves.

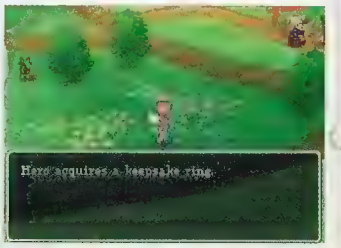
Head to the right side of town to find the item shop. Search inside for a random minor item. The house farther right from there has a minor prize as well; it's hidden on the top floor. Nearby, outside the home, locate the well. Climb down the well and open the chest found at the bottom.

ODDS AND ENDS

Items that you find in pots or cabinets are often quite minor. They might be small herbs, helpful tools (like chimaera wings), or maybe even a small quantity of gold coins. In any event, these items aren't fixed. You might search one day and find a medicinal herb, while your friend who's playing might discover cash instead. Don't worry about it. None of these items affects gameplay very much. Think of them as a reward for being thorough.

When you've explored the area as much as you like, focus on more important goals. Interact with the dog out by the item shop. The dog runs over and digs up a **keepsake ring**, not far away.

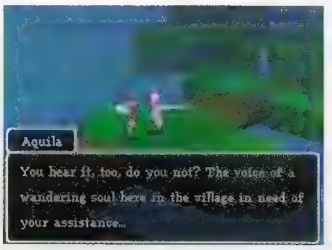
Collect this ring and take it to the church (on the left side of town). Save your game there, if you like, then give the keepsake ring to the old woman who is praying in the pews. This earns you one benevolessence.



Next, go to the far left and search for the stables. The man in there has been working his hands to the bone in an effort to earn money to buy a second horse! Unfortunately, his mind is willing but his body is too exhausted to go on at the moment. Instead of cleaning the stables, he's having a bit of a nap. Do the guy a favor and clean the piles of manure for him. As soon as the villager wakes up, he'll realize that the spirits have done him (and his nose) quite a favor. You receive another benevolessence for this good deed.

NIGHT FALLS

It took quite awhile to clean the stable, so night has now fallen. The town has gone to bed, but your hero is still vigilantly watching over the place.



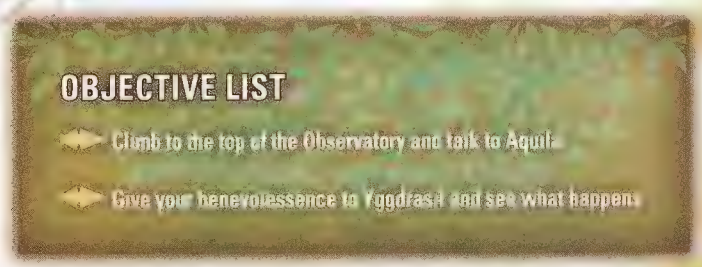
CHORES CAN BE DONE IN ANY ORDER

You can complete the Manure Quest or the Keepsake Ring Quest in either order. Don't worry about missing out on one anyway, as you must complete both to continue.

Fly to the center of town and look for Aquila. He'll be pleased with your progress, but he informs your hero that there is a ghost that needs assistance. It seems that guardians are able to shepherd the dead as well as the living.

Search the right side of town for the spirit of a man who hasn't realized what is going on. Talk to him and tell him what is happening. This puts the spirit to rest. Aquila comes over to praise you, then he suggests that your hero return to the Observatory. Say "yes" when you're ready and watch the scene that follows. Something in the heavens is transpiring, but it isn't clear yet whether that is for good or for ill.

Nurturing the Great World Tree

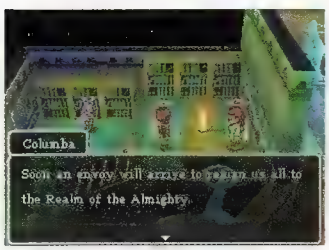

OBJECTIVE LIST
Climb to the top of the Observatory and talk to Aquila
Give your benevolessence to Yggdrasil and see what happens

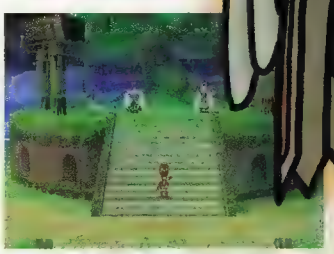
This time, there isn't too much to do at the Observatory. Many of the Celestrians have new things to talk about, but it is up to you whether you want to investigate and speak with all of the people in the area. Much of the information expands on the work that the Celestrians have been doing over the Protectorate and what they hope to achieve when the Great World Tree finally blooms.

If you talk to Columba in the library, there is again mention of a guardian who didn't return from the Protectorate.

That really sounds important. This is doubly true when Columba repeats that no one is supposed to talk about the "missing" guardian.

When you're ready, climb all the way back to the top of the Observatory. Talk to Aquila and give your benevolessence to Yggdrasil. A momentous scene follows, and when it's done, you find your hero back down in Angel Falls.





Your Time at Erinn's Inn

Walking on Your Own Two Feet

OBJECTIVE LIST

- Listen to Mayor Littun in his home (on the far left side of town)
- Talk to Erinn in the house on the right side of town
- After your hero sleeps, wake up and talk to Ivor (located downstairs in Erinn's house)
- Agree to help Ivor clear the blocked pass to have him join your party
- Talk to Hugo at the town entrance and leave Angel Falls

ANGEL FALLS ITEM SHOP

ITEMS	COST (GOLD PIECES)
Medicinal herb	8
Antidotal herb	10
Chimaera wing	25
Copper sword	150
Soldier's sword	240
Leather whip	95
Feather fan	110
Pot lid	40
Leather shield	90

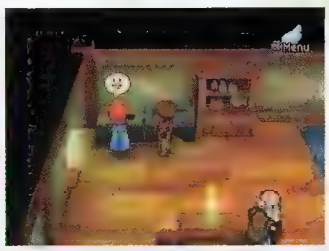
ITEMS	COST (GOLD PIECES)
Bandana	45
Plain clothes	30
Wayfarer's clothes	70
Leather armour	180
Cotton gloves	50
Boxer shorts	30
Cotton trousers	80
Sandals	18
Leather shoes	40

YOU HAVE TO START SOMEWHERE

The game returns to the hero, now visible to the people of Angel Falls. The hero stares at the statue on the north side of town which is, quite appropriately, dedicated to the village guardian.

Two young men, named Hugo and Ivor, approach. You might have noticed them during your last trip to Angel Falls. Ivor is somewhat of the town bully, and he's not very keen on having everyone pay attention to a newcomer.

Just as the guys are becoming a nuisance, Erinn arrives. She sees the men off and tells your hero not to overdo things. After she leaves, you can wander around town.

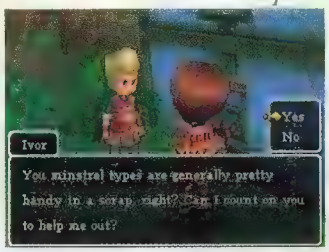


The Mayor's house is located on the left side of town. Head over there and listen in on a conversation between Mayor Litlun and Ivor. After hearing this, your hero can end the day by going to Erinn's house, over on the right side of town.

Talk to Erinn and agree if you want to set the table and go to bed afterward. This allows your hero to get some rest and begin the next day.

A NEW DAWN

Your hero wakes to find Erinn there. She says that Ivor is downstairs and that he'd like to have a word or two. Go down the steps and talk to Ivor. He'll take your hero outside and explain his plan.

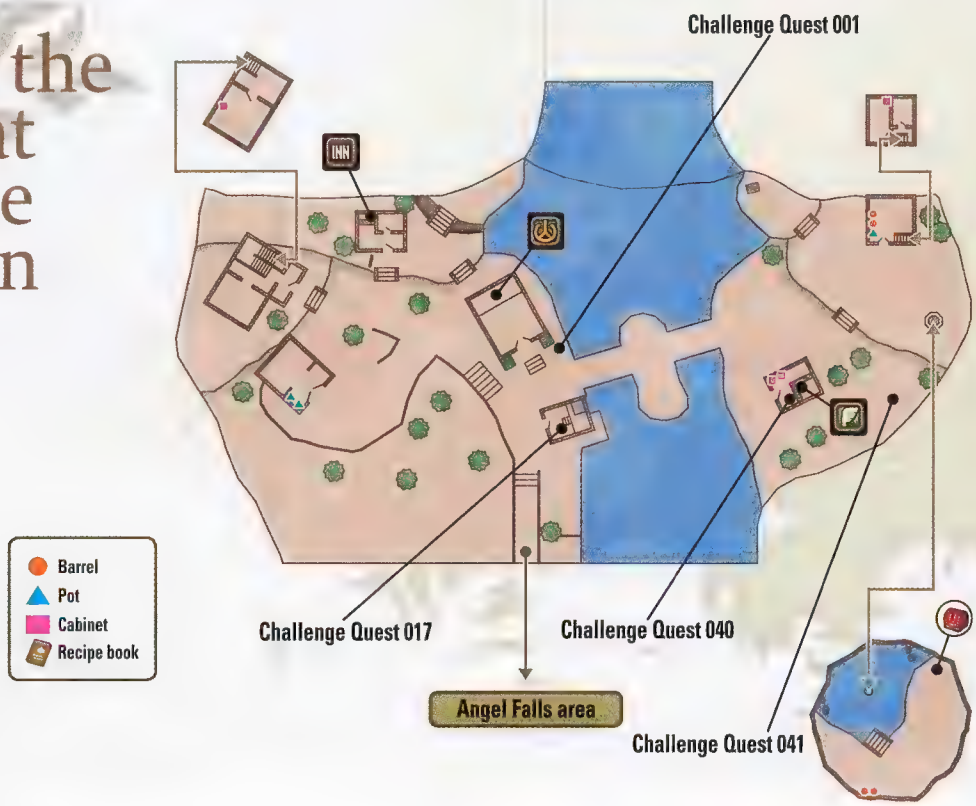


He wants to clear the pass and ensure that visitors can get to Angel Falls once again. The way has been blocked since about the time your hero fell from the heavens.

The downside of this plan is the horde of monsters along the way. Ivor says that he needs help to clear them out. Agree to assist, and he'll join your party.

Walk to the town entrance; this is on the lower side of the map. Hugo is there, and he doesn't seem to think that Ivor's plan is wise. That said, he won't defy your hero and Ivor! After he stands aside, leave the village.

Into the Great Wide Open



RECOMMENDED LEVEL: 1 TO START (3 TO PROCEED)

ITEMS OF IMPORTANCE

- Tanglewebs (x3)
- Antidotal herbs (x4)
- Medicinal herbs (x3)

OBJECTIVE LIST

- Enter the mountain pass (on the right side of the map)

MONSTERS IN THIS AREA

005 BATTERFLY	HP: 14	XP: 7	GOLD: 12G PG: 255
004 SACKSQUATCH	HP: 15	XP: 5	GOLD: 8G PG: 255
007 BODKIN ARCHER	HP: 17	XP: 9	GOLD: 16G PG: 255
001 SLIME	HP: 8	XP: 2	GOLD: 4G PG: 255
002 CRUELCUMBER	HP: 10	XP: 3	GOLD: 5G PG: 255
003 TEENY SANGUINI	HP: 13	XP: 4	GOLD: 7G PG: 255
006 DRACKY	HP: 15	XP: 10	GOLD: 10G PG: 255

If you've been hankering for a chance to fight, get some money, and see what combat is all about, now's your chance. There are monsters all over the area near Angel Falls. You're free to fight and explore to your heart's content.

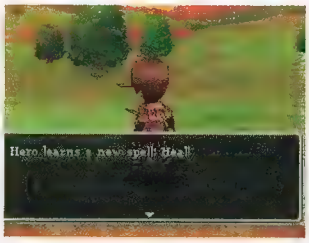
Take a Nap When You Need One

Return to Angel Falls and sleep at Erinn's house whenever you're badly hurt. To sleep, talk to Erinn, who'll let you get some rest. This restores HP and MP without cost.

WHEN TO MOVE ON

You can race ahead through the story if you like, but many *Dragon Quest* players like to stick around and hack at things for a while. If you do that here, consider getting up to at least level three. This teaches your hero the basic Heal spell, which really helps to keep your party in fighting shape.

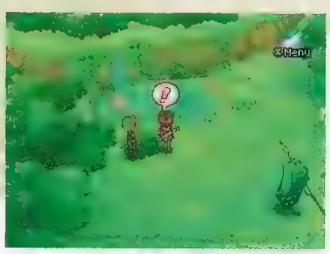
Also, if you get up to 240 gold pieces, it's worth buying the soldier's sword from the item shop. That gives your hero a bit of a boost to Attack compared to the copper sword.

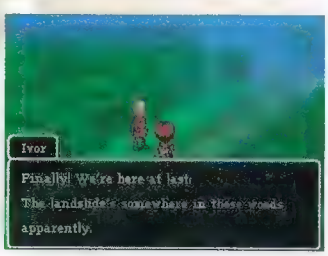


If you're really having fun slapping around lowly monsters, stay in this spot until level 5 (it doesn't take long). This is the first time your hero receives skill points. These are used to obtain a variety of upgrades, making your characters even more deadly!

Monsters in *Dragon Quest IX* are very polite. Instead of hiding in the background and triggering random battles, they walk out in the open. You can avoid many battles simply by giving the monsters a wide berth. Some monsters notice your party and charge toward you, but even these foes can sometimes be avoided if you move around an obstacle or rush to the side and let the beasts overshoot your buddies.

Once you've gotten your bearings, move out. A road leads vaguely east from Angel Falls. Stay near the road to get a good idea where you're going, and also watch the map. If you wind all the way around the river and double back, there is a strange web. Search this several times for three **tanglewebs**. A similar spot, farther to the east and beside a lake, has several **antidotal herbs**. A final such spot for free goodies can be found in the lower left. That patch has **medicinal herbs**.





Head all the way to the east to find the mountain pass that Ivor discussed earlier. Climb a series of steps against a tall cliff and keep heading right until you reach your destination. Ivor lets you know that you've found the right place.

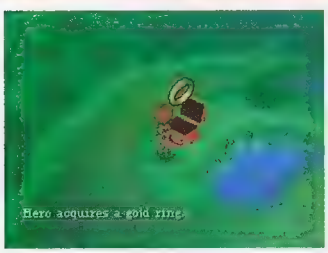
Clearing the Mountain Pass

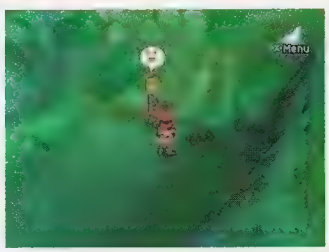
ITEMS OF IMPORTANCE

- Gold ring (near the entrance, along the right branch)

OBJECTIVE LIST

- Enter the mountain pass and walk along the main path
- Watch the scene when you bump into the train and then try to enter the engine car
- Take the left path through the area and view another brief scene
- Approach the rubble at the end of the mountain pass and then leave when the last scene finishes





When you first enter, the mountain pass appears deserted. Send your party along the main path until a brief scene triggers. Ivor can't see anything except a fallen tree blocking the way ahead, but your hero sees something entirely different. Examine the engine car you've stumbled into. Before leaving, search the area to the right for a **gold ring**. This is a minor defensive item; have your hero equip it for a slight advantage.

Now, take the path on the left. Another brief scene follows as a tiny creature starts trailing your hero. The glowing ball mentions something about the Starflight Express, but you find out little else.

Take the left branch to its conclusion. Even your hero won't be able to clear the rubble as it stands. There is too much to deal with, but there are soldiers on the other side of the pass.

They're from the city of Stornway, and it sounds like they've got the job well in hand. However, they'd like you to look for a woman named Patty. She's lost, possibly on the old path between the two nations. It's something to keep in mind for the future. For now, return to Angel Falls.

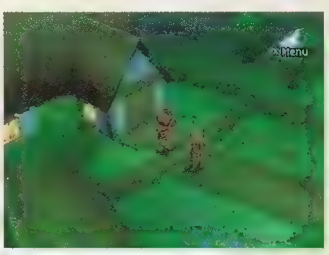
A Triumphant Return to Angel Falls

OBJECTIVE LIST

- Save your game and rest
- Go to the Mayor's house
- After the next scene, rest and leave town

Save your game when you're back in town, then take Ivor back to his father's house. Ivor won't be able to go back out with you, but that's no big deal. After all, your hero is much stronger because of the recent battles. The next trip won't be much of a problem.

Erinn talks to the Mayor and to your hero. She'd really like it if someone could find out more about Patty, the missing woman from Stornway. However, she isn't willing to ask anyone to risk themselves on such a dangerous journey. No worries. Do it without being asked! That's how a hero takes care of business.



Talk to Erinn again to rest. Afterward, buy any materials you need from the item shop and head out of town. If you haven't already picked up the soldier's sword and some better armor, now is an ideal time. As far as defense goes, the cotton gloves are the best bang for your gold. After that, most of the improvements are useful, but minor. Don't bother getting a leather shield. Your hero finds one very soon without spending a single coin.

Once your hero is back in the field, the Hexagon is your next destination. This dungeon is located somewhat south from the mountain pass. You should see it on your map as a large white dot. Maneuver through the forests to the southeast until you arrive.

Mysteries of the Hexagon

RECOMMENDED LEVEL: 3 TO START (7 TO PROCEED)

ITEMS OF IMPORTANCE

- Leather shield (L1, right side)
- Feather fan (B2, upper left side)
- 210 gold coins (B2, southern side)
- Strong medicine (B1-B, left side)
- Seed of deftness (B1-C, left side)

OBJECTIVE LIST

- Examine the stone marker straight down the main path
- Interact with the ghost that appears behind your hero
- Follow the ghost to the left and interact with it again
- Examine the back of the statue nearby; press the button to open the way forward
- Proceed through the dungeon until you meet Patty; free her from the rubble
- Face the Hexagoon

MONSTERS IN THIS AREA

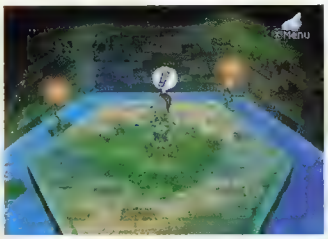
008 BAG O' LAUGHS	HP: 16	XP: 11	GOLD: 26G PG: 256
009 MECHA-MYNAH	HP: 6	XP: 12	GOLD: 20G PG: 256
006 DRACKY	HP: 15	XP: 10	GOLD: 10G PG: 255
011 SPIRIT	HP: 20	XP: 16	GOLD: 24G PG: 256
010 FIRESPIRIT	HP: 14	XP: 12	GOLD: 15G PG: 256
257 HEXAGOON	HP: 93	XP: 175	GOLD: 100G PG: 257

OPENING THE PATH

There aren't any visible enemies when you approach the Hexagon. Walk inside and search for a way to get deeper into the structure. At first, there is a large stone block that prevents anyone from going lower into the Hexagon. Examine the stone and watch as a ghost appears. Follow it!

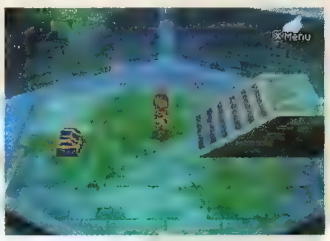
Go down the hallway to the left to find a statue. Interact with the ghost and look for a button on the back side of the statue. Press this to open the central path.

There are stairs at the top of the map, but don't take them quite yet. Search the branch to your right for a free **leather shield**. Equip that immediately if you don't already have one from town.

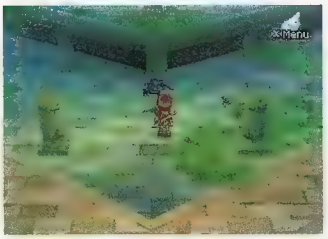


B1 AND BEYOND

Proceed to the lower floor of the dungeon. First, take the stairs on the left. This sends your hero into a small room with a minor item. Pop back up after getting it and slip down the alternate staircase. Search for the stairs down to B2 while fighting enemies in the area. You start to see them in decent numbers now, and most of them are new. If you've purchased a soldier's sword and achieved a couple of levels, these foes drop quickly; they have low health and only inflict a bit more damage than the creeps outside the Hexagon.



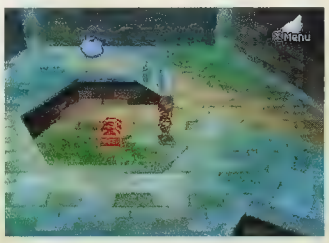
Keep Your Health Up



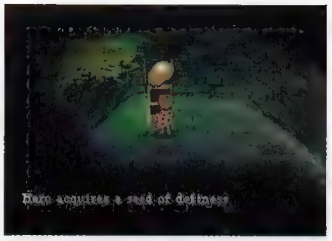
Use medicinal herbs for healing if you get banged up early on. You should try to save your magic for any boss fights.

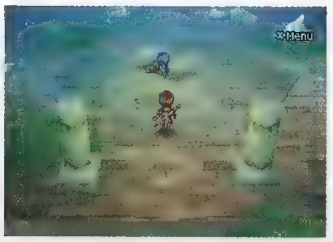
Descend to B2 and search for two chests. To the left is a chest with a **feather fan**, and on the lower portion of the map is a container with **210 gold coins**. These are well worth your time.

Take the stairs in the upper right to get to B1-B. Your hero is much closer to the end now. Work your way around the right side of the path and double back when you can; there is a chest containing some **strong medicine** to pick up.



Go through the door at the top of the map to enter Bi-C. You can find a **seed of deftness** here, also on the left side. You should obtain this before you approach Patty. She's at the top of the map, and you won't be able to search for additional treasure after you free her.





THE SMASHING OF MIGHTY FEET

Be certain that your hero is at full health before you interact with Patty. A large monster is waiting in the wings, and the fiend is likely to attack as soon as you try to help her. Starting the fight at full health makes it easier to stay ahead of the beast's damage, giving you more time to pepper it with attacks.

HEXAGOON

257	HEXAGOON	
	HP: 93	XP: 175
	GOLD: 100G	PG: 257

Hexagoon is mostly a pushover. The only way you're going to have problems is if your hero doesn't have the gear from town mentioned earlier.

So let's assume that you don't have the best gear and that you haven't leveled your hero much. In that case, Hexagoon may pose a threat. Remember your stockpile of medicinal herbs (from the lower left side of the wilderness map). Use those every few turns to top off your hero's hit points.

Hexagoon alternates between regular melee attacks and a stomp ability that brings down the house, almost in a literal sense. These deal a similar amount of damage, and neither of them burst high enough to take out your hero if you stay well above the one-third HP mark.

It doesn't get much simpler than this. Attack until your hero falls below half health. Use a medicinal herb or cast Heal, then repeat the process until you win. It's too early in the game for complex strategies because you don't have access to any special gear or upgraded abilities.

Your hero automatically escorts Patty out of the ruins. The two converse for a short time, and then Patty heads off to Angel Falls. Follow her on your own unless you missed any important treasure in the dungeon. You're allowed to head back inside, but your hero starts from the beginning. That's why it's good to clear the place out before you fight the boss.

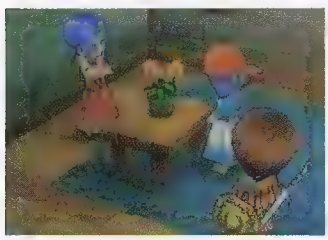
Another Trip to Town

OBJECTIVE LIST

- Return to Angel Falls and walk to the inn
- Watch the scene between Patty and Erinn
- Night falls as the conversation ends; walk over to Erinn's house and talk to the ghost in front of the door
- Meet Edwinn and Stella as another conversation unfolds; this unlocks the Battle Records submenu
- Talk to the ghost of Edwinn again and follow his directions to dig up an Inny (a gold trophy)
- Take the Inny to Erinn, on the second floor of her home
- Interact with Edwinn again as you leave the building
- Leave Angel Falls and return to the mountain pass

There are several essential conversations back in town, and you must listen to all of them before you can leave. Save your game if you like, then look at the objective list above for a quick idea of what you still need to do.

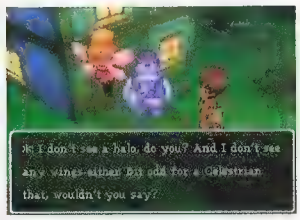
Find Erinn and Patty at the town inn. The two of them are having an in-depth discussion about Erinn's father. You learn a great deal about him, but it's a bit much for Erinn to take. She leaves and returns home. Follow her there, talking to the villagers if you want to learn more.



Night has fallen, and the ghost of Erinn's father is waiting near his old home (where Erinn still lives). Talk to the spirit and find out what's keeping him on this mortal plane. He doesn't tell you specifically, perhaps because even he doesn't know. However, he remembers where he buried something that was once very important.

Follow the vision as it pans to the west, near the waterfall. There is a hill above the inn. Run over there, climb the hill, and search the bushes. Your hero digs up a golden statuette. This is called an Inny, and it's an award for being an Inncredible Inntertainer.

STELLA!!!!



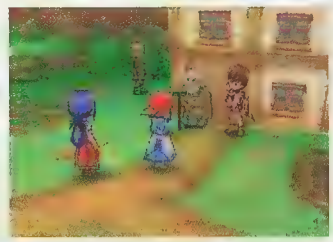
While talking to Edwinn, the ghost, you also meet the flitting creature of light that you saw in the mountain pass. It's a faerie named Stella. She was already curious about your hero, but now she can't stay away. Normal people aren't supposed to be able to see ghosts, but your hero can clearly see Edwinn.

Stella says that she's involved with the Starflight Express. This becomes important rather soon. Stella also unlocks a new feature. You can now see your Battle Records by selecting them from the main menu.

This feature lets you see the Accolades you've earned, the items and equipment you've collected, and the monsters you've defeated. It's very nice. Look up the monsters to find out more about their statistics and their item drops.

Take the Inny back to Erinn and show it to her. After another revealing conversation, she'll agree to travel to Stornway with Patty.

Edwinn's spirit departs in peace, and your hero talks to Stella about catching a ride home. Everything is coming together quite nicely.



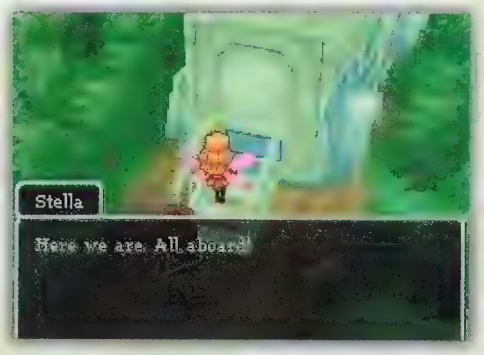
Leave Angel Falls and return to the mountain pass.

Lining up for Another Pass

OBJECTIVE LIST

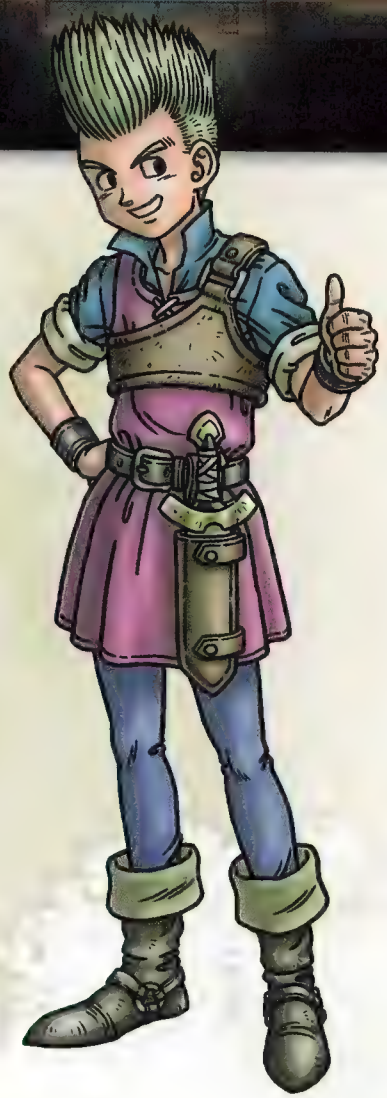
- Try to board the Starlight Express with Stella
- Use the eastern exit of the pass now that it's cleared
- Continue through the wilderness until you reach Stornway
- Enter the city and meet Patty and Erinn at the inn

There isn't much to do in the mountain pass. Take Stella to the broken down engine that you saw earlier. She'll be able to get your hero inside, but the two can't seem to get the thing started again. That's a big problem.



There's nothing to do about it right now. Clear out and take the mountain pass east. This puts you in a new section of wilderness, not too far away from the city of Stornway. You can now travel there to see some friends and figure out what lies ahead.

This chapter is pretty much at its end. Take your hero into the city and watch the next scene. It's late, and you should probably poke your head into the nearby inn afterward to say hi to Patty and Erinn. There is a great deal to accomplish in Stornway, but you'll find out about that in the next chapter!



The Wight Knight

The City of Stornway

ITEMS OF IMPORTANCE

- Pair of linen gloves (down in the well, lower left side of town)
- Mini medal (chest on the left side of town)
- Seed of strength (weapon shop)
- Mini medal (upper right side, night only, near a ghostly dog)

OBJECTIVE LIST

- Recruit a full party while you're still at the inn
- (Optional) Equip the group with whatever you can afford and take the party into the wilderness to beef everyone up a few levels
- Examine the notice board in the center of Stornway
- Approach the soldiers in front of the castle and talk to the one on the right (day only)

STORNWAY ITEM SHOP

ITEM	COST (GOLD PIECES)
Medicinal herb	8
Antidotal herb	10
Chimaera wing	25

ITEM	COST (GOLD PIECES)
Evac-u-bell	28
Holy water	40
Gold ring	220

STORNWAY ARMOUR SHOP

ITEM	COST (GOLD PIECES)
Leather shield	90
Scale shield	150
Bandana	45
Hairband	60
Leather hat	65
Wayfarer's clothes	70
Leather armour	180
Scale armour	350
Chain mail	540

ITEM	COST (GOLD PIECES)
Leather dress	290
Training top	250
Silk robe	210
Leather gauntlets	60
Cotton gloves	50
Cotton trousers	80
Training trousers	170
Leather shoes	40
High heels	220

STORNWAY WEAPON SHOP

ITEM	COST (GOLD PIECES)
Copper sword	150
Soldier's sword	240
Rapier	480
Bamboo lance	85
Iron lance	450
Paring knife	70
Bronze knife	200
Divine dagger	640
Oak staff	120
Wizard's staff	840
Leather whip	95
Thorn whip	350
Laundry pole	40
Carrying pole	530
Stone claws	100
Iron claws	620
Feather fan	110
Iron fan	300

MONSTERS IN THIS AREA

016 BUBBLE SLIME

HP: 23 XP: 24
GOLD: 18G PG: 257

015 FUNGHOUL

HP: 22 XP: 25
GOLD: 20G PG: 256

013 HAMMERHOOD

HP: 20 XP: 20
GOLD: 20G PG: 256

014 SHE-SLIME

HP: 19 XP: 20
GOLD: 22G PG: 256

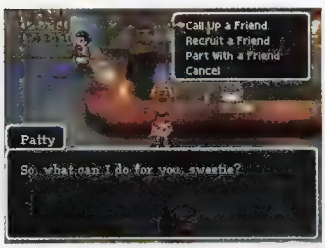
012 WINKSTER

HP: 18 XP: 22
GOLD: 25G PG: 256

THE BIG, BIG CITY

Stornway is bustling, and you probably won't want to advance before you've seen everything that the place has to offer. The inn is a natural gathering place for many adventurers so, don't leave just yet. There are books to read, party members to recruit, and goods to be uncovered.

First, talk to Patty. She'll give you the option to recruit new party members. This lets you choose the initial class of three new people. You also get to name them and decide what they look like, just as you did with your hero. You should note that if Patty isn't yet ready for your hero, you may have to leave and re-enter the inn. You can take this opportunity to explore the town for a bit.



After that's done, Patty teaches your hero how to Egg On other party members. This is an ability that raises your allies' tension. If your hero has a turn that might be wasted (e.g., while an enemy is likely to guard) it's worth using this to upgrade a heavy damage dealer's next attack.

Erinn is right beside Patty. She'll tell you about the inn and let you rest there in the future. It only costs three gold pieces per party member to stop there, so money shouldn't be an issue. You can easily score that much gold from a single fight outside the city.

Notice that you are allowed to Stay (sleeping until the next morning) or Rest (napping until evening falls). This is useful for exploring the area at night without having to wait around for darkness to fall.

You can find two books in the inn's bookcases, *Alchemical Essentials* and *Sightseeing in Stornway*. Neither of these is terribly important, but it's never a bad thing to read what you can.

THE BEST INN IN THE WORLD

There are few features here that are more complex and deserve special attention. When talking to Erinn, you may notice that she has more options than the usual innkeepers. She lets you rest, but you can also canvass for guests and view the guestbook by talking to her.

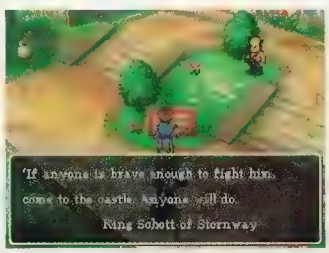
Canvass for guests lets you tag other adventurers to encourage them to come and stay at the inn. If you've completed a treasure map, you also have the ability to share your map with other adventurers.

Erinn forces you to save your game before entering this mode. Accept this and see if you can find other people to play with. The wireless connection takes over and looks for active players to invite to the Quester's Rest.

Viewing the guestbook lets you know who is currently staying in the inn's suites. If there is anyone special, consider checking out the suites (in the top-left side of the inn). They're certainly quite posh.

Do you see what looks like a fellow Celestrian? Sure enough, there is an unusual fellow flapping near the bar. This person's name is Pavo. Through her you can learn more about the Rapportal, the mechanism for joining other players' games (or for having them join yours).

Go ahead and leave the inn after you've finished exploring. Read the notice board in the center of town. This describes the city's problems with someone (or something!) called the Wight Knight. The King is pleading for someone to come and help. That sounds like an adventure indeed!



GET BY WITH A LITTLE HELP FROM YOUR FRIENDS

The Rapportal uses the wireless connection in your Nintendo DS to link with other local players. Instead of having a party of four people that you control (your hero and three recruited allies), you can substitute a friend's character for each ally you remove. That means that up to four people can play the game together.

There are a few rules for this. The host of the session is the only person who can advance the story. Any quests associated with the story are locked to prevent guests from pushing them forward. That isn't the case for side quests; these repeatable quests can be completed by any (and every) player in the game.

Not all loot is available to players. Red chests are locked to guests, and only the host can open these.

Before charging off, visit the church and save your game. A woman named Ricki is waiting inside the building. She'll give you a quest that doesn't take more than a moment. This is an example of a side quest; they're found throughout the game. Anyone with a blue, happy icon over their heads has one of these for your party. Normally we won't walk you through them in this section of the guide. There is a chapter later on that deals with these thoroughly.

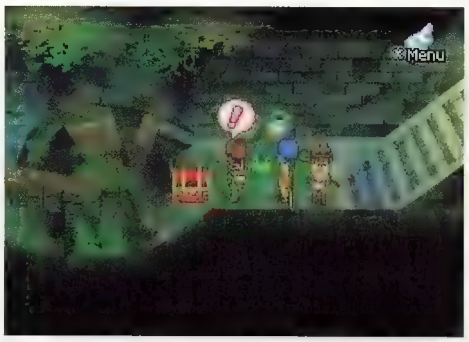
All of these quests are identified by a number (between 001 and 137). Look the quests up in the appropriate chapter to find out more about the requirement and rewards of the quest.

SOME OPTIONAL LEVEL BUILDING

If you'd like to grab a few levels and more money before moving on, exit town with your new party. Search outside for a few **coagulants**, and then look to the southeast for a **fisticup**.

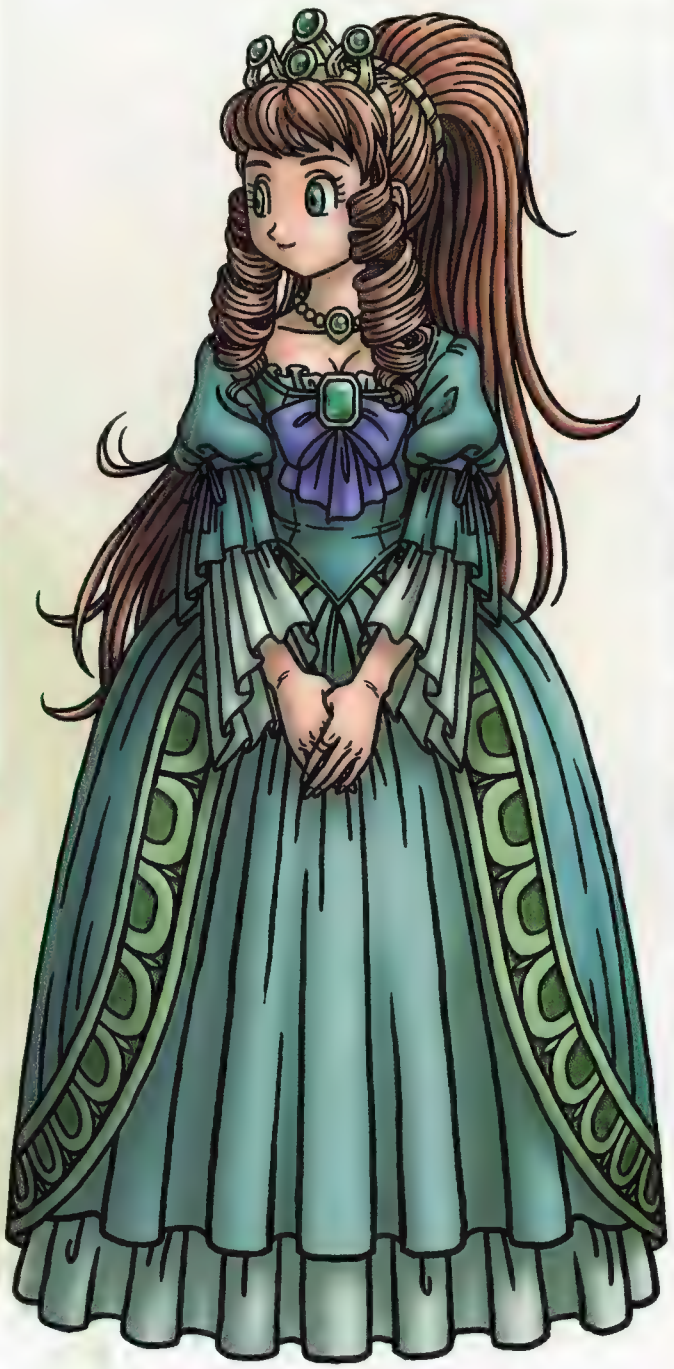
Fight monsters on the way while you explore, and be certain to search the western portion of the map for the entrance to the Hexagon. There is a staircase high on a hill that gets you into the Stornway side of this dungeon. There isn't much to do there, but you can steal a few items. The only important discovery is a **suit of scale armour**. The armour is worth a fair sum, and you might need it for one of your new characters. They can use all the protection they can get!

Decide how much leveling you'd like to do and have at it. Stay at the inn if you need to recuperate, and then move on when you're good to go.

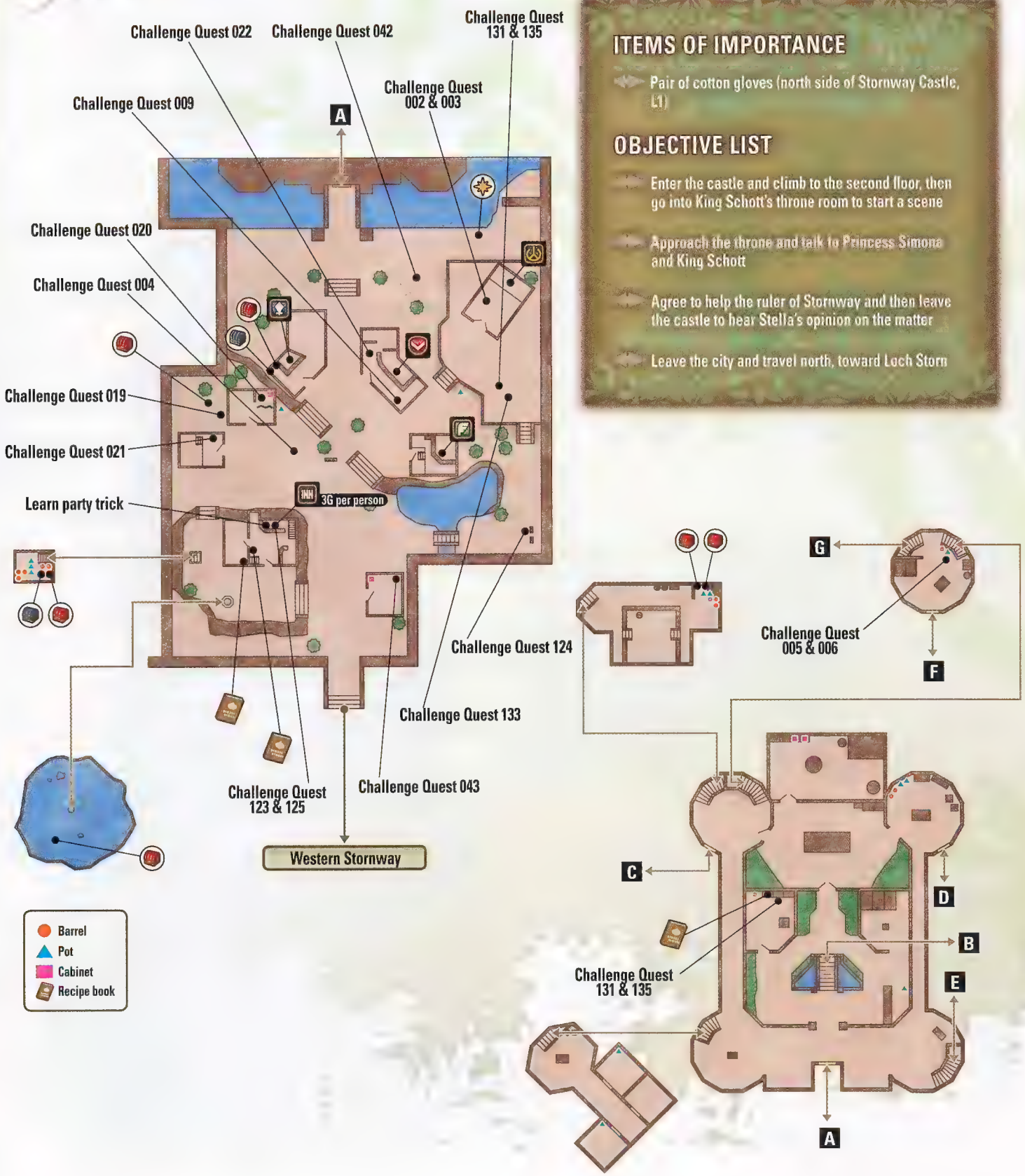


BACK TO BUSINESS

When it's daytime in Stornway, head up to the castle at the top of the map. The guards won't let you in until you've read the notice board. Talk to the guard on the right, and he'll let you in to see the King.



The Castle Proper

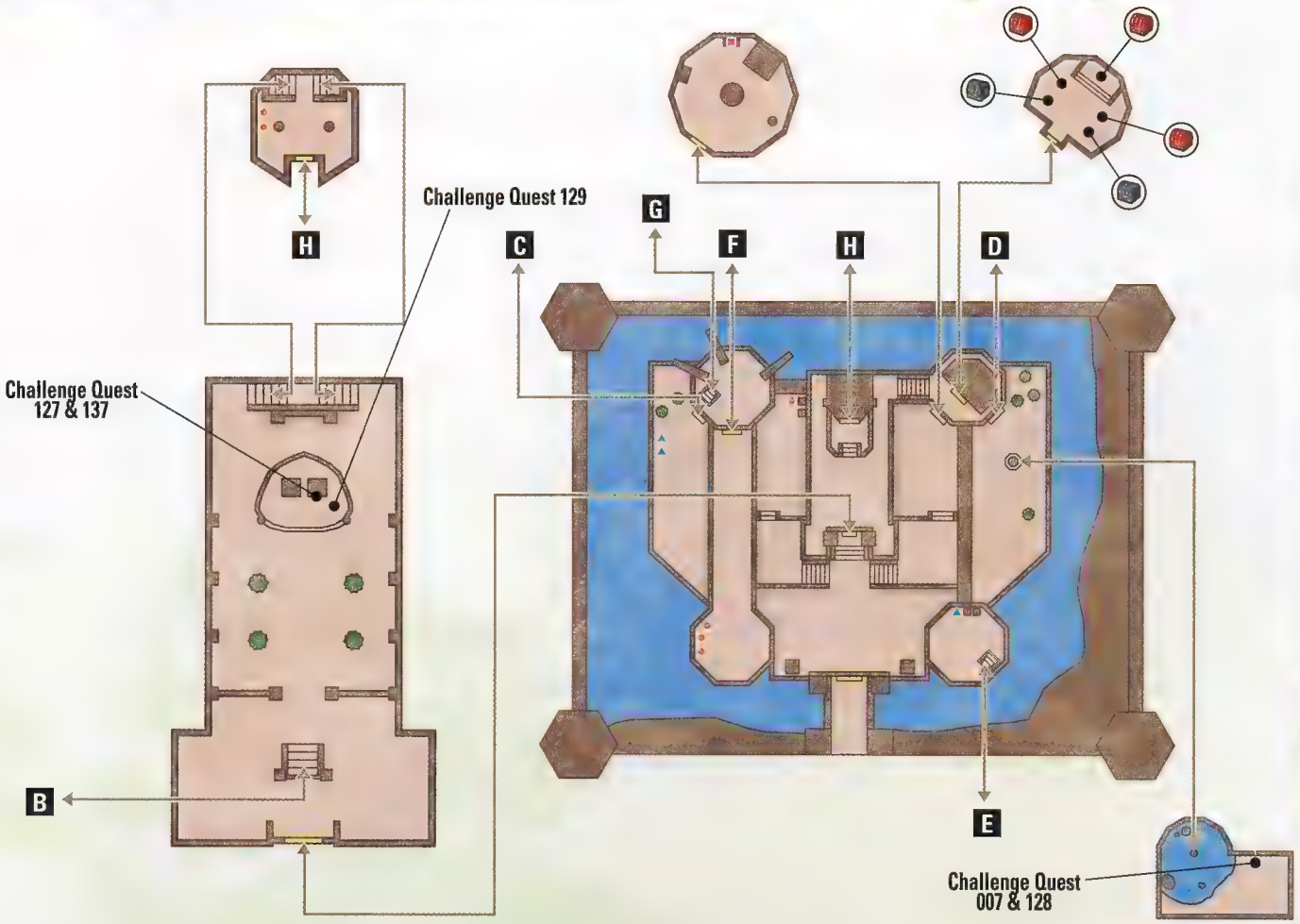


ITEMS OF IMPORTANCE

- Pair of cotton gloves (north side of Stornway Castle, L1)

OBJECTIVE LIST

- Enter the castle and climb to the second floor, then go into King Schott's throne room to start a scene
- Approach the throne and talk to Princess Simona and King Schott
- Agree to help the ruler of Stornway and then leave the castle to hear Stella's opinion on the matter
- Leave the city and travel north, toward Loch Storn



YOU'RE OFF TO SEE A KING

Most of the items around the castle are worth very little. At most, you might want to search for the herbs that are needed for an upcoming quest.

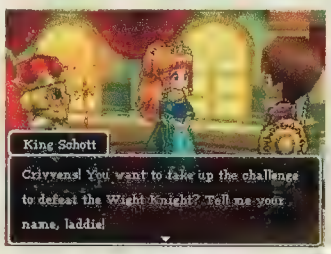
It's more fun to finish the quests that are started here in the castle. The first of these is initiated in the northwest tower of the castle. Go to the upper left side of the castle and climb the stairs there. Talk to the guard that is tending the wounded to begin this quest.

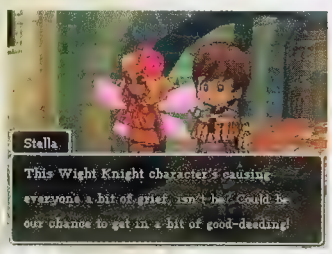
Next, climb back to the ground floor and use the exit on the right, near the kitchen. This takes your party outside. Climb down the well to start another quest!

For another quest, search the library on the first floor. Talk to the old man in that room.

While you're in the library, search the bookcases to read *The Reign of King Nonus*.

Now that those tasks are out of the way, climb to the second floor and have an audience with King Schott. He's having a tough time keeping his daughter in check; she wants to solve the Wight Knight problem herself. Your party's help is much appreciated. The King says that you need to head north. The Loch is supposedly where the Wight Knight is waiting for the Princess. Rumors say that he's undead and may be a warrior from another civilization, but nobody seems to know where he comes from.




Stella
This Wight Knight character's causing everyone a bit of grief, isn't he? Could be our chance to get in a bit of good-deeding!

Leave the castle. Stella makes a brief appearance, and she seems to be on board with your plan to stop the Wight Knight. That's good to hear.

Save your game, buy anything you need, and then leave town. It's the Wight time for some hunting.

Zere (on the Way to Loch Storn)

RECOMMENDED LEVEL: 7 TO START (8 TO PROCEED)

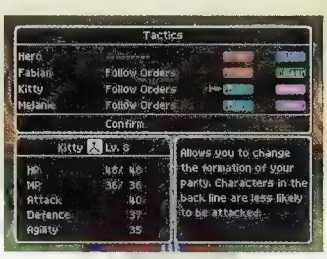
OBJECTIVE LIST

- Travel to the waterway in the upper right and enter Loch Storn

MONSTERS IN THIS AREA

023 BOPPIN' BADGER	HP: 39 XP: 60 GOLD: 30G PG: 257	020 RAGGED REAPER	HP: 34 XP: 56 GOLD: 28G PG: 257
016 BUBBLE SLIME	HP: 23 XP: 24 GOLD: 18G PG: 257	014 SHE-SLIME	HP: 19 XP: 20 GOLD: 22G PG: 256
021 GASTROPOG	HP: 28 XP: 48 GOLD: 36G PG: 257	017 WOOPER TROOPER	HP: 30 XP: 40 GOLD: 32G PG: 257
019 MEOWGICIAN	HP: 29 XP: 40 GOLD: 28G PG: 257		

There are plenty of new monsters to fight up in Zere. You can reach this area by traveling north from Stornway. Spend some time getting used to the new monsters, especially if you still need any leveling or money.



There are several free **chimaera wings** in the center of the map. Grab these and use one if you need to go back for healing at any point. It doesn't take long to travel between here and Stornway, so it's no big deal if you want to rest.

Be sure to team up on the ragged reapers; they are one of the higher damage enemies in the area, and they do a nasty number on any poorly equipped characters.

After you've gathered what you need from this area and its battles, walk up and to the right. This leads your party to the shores of the Loch. Heal everyone in your group before going into the actual area, just in case anything major happens.

There's No Shame in Guarding the Rear

Set your Party Tactics and place weaker members in the rear if you're worried about damage. This is an especially wise choice for poorly armored vocations, such as Mages. Let the heavier characters stick to the front and take the brunt of the damage.

The Troubled Waters of Loch Storn

RECOMMENDED LEVEL: 8 TO START (8 TO PROCEED)

OBJECTIVE LIST

- Wait with Stella after your party enters the area
- Defeat the Wight Knight and return to Stornway

MONSTERS IN THIS AREA

258 WIGHT KNIGHT

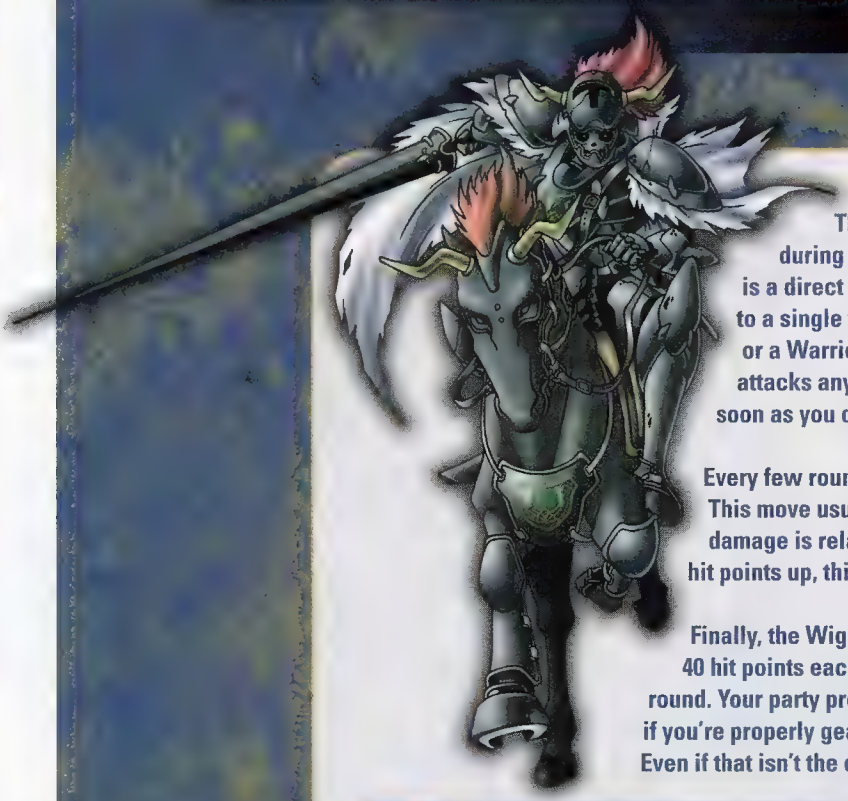
HP: 296 XP: 800
GOLD: 200G PG: 287

As soon as your group reaches Loch Storn, a scene begins. This is why it's essential to heal ahead of time, because you won't have a chance to do anything before a fight starts.

Once you do wait at the Loch, the Wight Knight comes calling. He's an impressive looking fellow, and he won't drop just because your party flexes their muscles dramatically. He's the first real boss of the game, so it's time to break out a bit of strategy.

THE WIGHT KNIGHT

258 WIGHT KNIGHT
HP: 296 XP: 800
GOLD: 200G PG: 287



The Wight Knight has three possible actions during each combat round. His most common action is a direct attack. This powerful move does high damage to a single target. If the Wight Knight goes after your hero or a Warrior, it's probably not a big deal but, if the boss attacks any of your weaker characters, heal them as soon as you can.

Every few rounds, you'll face an area-of-effect attack. This move usually hits every member of your party, but the damage is relatively light. As long as your party keeps their hit points up, this won't be an issue.

Finally, the Wight Knight has a self heal. He'll restore around 40 hit points each time he does this, but it costs him the entire round. Your party probably does more than 40 points of damage if you're properly geared up, so healing rounds are kind of a gift. Even if that isn't the case, the Wight Knight doesn't heal very often.

Mages are extremely useful in this battle. They can Sap the enemy (it's worth doing this twice to expose the Wight Knight to the most possible damage). They should also have Acceleratle by this time. Use this early on in the fight to give your healers an edge. You want to be able to cast Heal spells early in the round to avoid a situation where the Wight Knight slices down someone who's already in poor health.

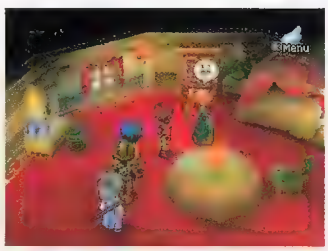
Break this guy down and steal his iron gauntlets after the fight is over. This boss is also worth a fair chunk of experience!

Your party talks to the Wight Knight after defeating him. You learn several things about him, including his reason for approaching Stornway Castle. Return to Stornway afterward, and tell King Schott about these recent events.

Return to Stornway Castle

OBJECTIVE LIST

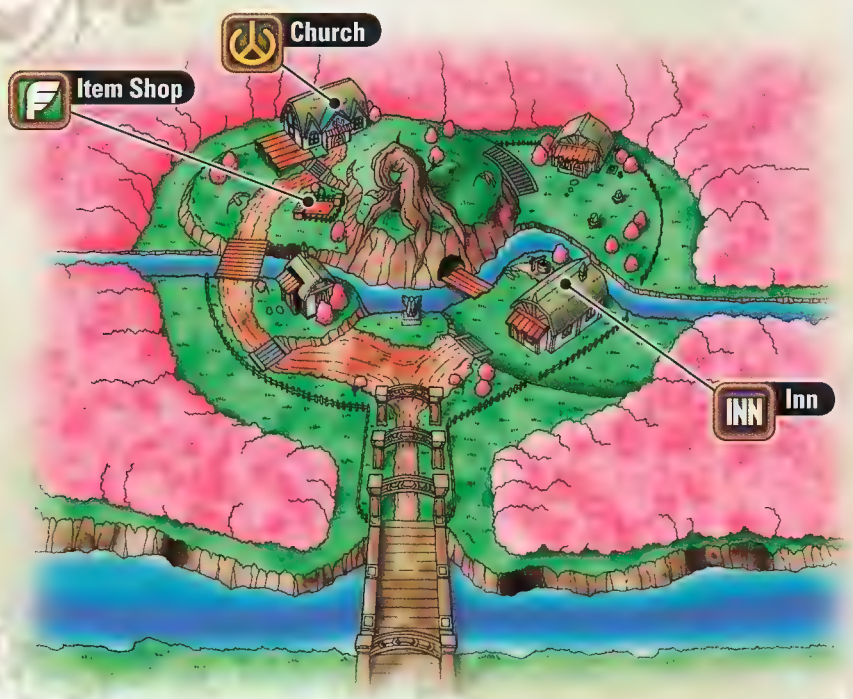
- Go to the throne room in Stornway Castle and talk to the King and Princess again
- Follow the Princess out of the throne room, and then go to her chambers
- Leave the city and go north to Zere to search for the Princess former maid



Make a quick pitstop in Stornway. Rest, save, and talk to the King about your progress. He doesn't seem entirely swayed by the turn of events. The Princess, however, is determined to find out more about the Wight Knight.

Exit the throne room after your audience and continue speaking with the Princess. Afterward, follow her to her chambers and decide on a course of action. She wants you to go back to Zere and look for a small town. A former employee of the royal family lives up there, and she may know more about the Wight Knight and his homeland.

Look over Zere

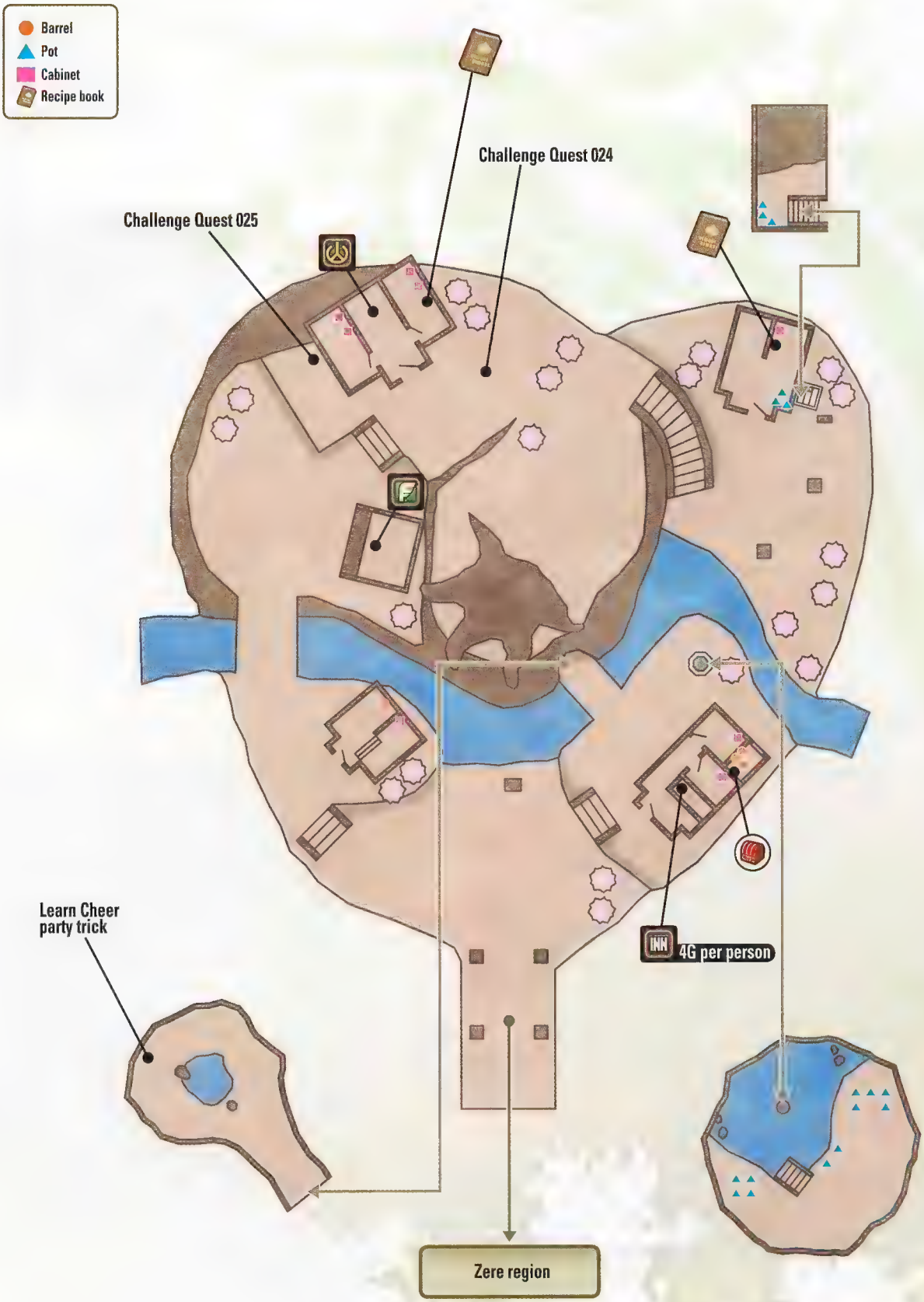


ITEMS OF IMPORTANCE

- A pair of boxer shorts (right side of the inn)
- Leather hat (inside the church, on the left side)
- Leather shoes (inside the church, in the library)

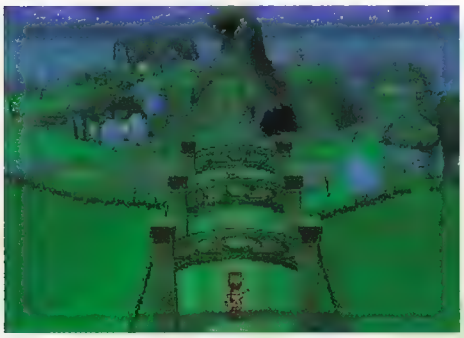
OBJECTIVE LIST

- Find Zere and search the town, then find Alanna (the servant) toward the top right of the map, inside her friend Petra's house
- Ask to hear Alanna's song, which tells you that Brigadoom is north of Zere then head towards Brigadoom
- Watch the scene as you approach the village entrance
- Leave the village and push north


Barrel
Pot
Cabinet
Recipe book
Challenge Quest 024
Challenge Quest 025
Learn Cheer party trick
INN
4G per person
Zere region

A QUAINT SLICE OF RURAL LIVING

Journey north again, but don't return to Loch Storn. Instead, turn left when you approach the waterway and continue in that direction until you approach a town; it's marked on the map rather clearly.



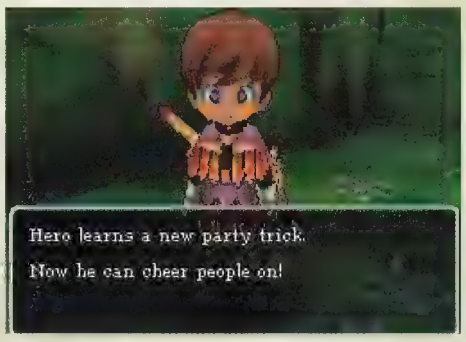
ZERE ITEM SHOP

ITEM	COST (GOLD COINS)
Medicinal herb	8
Moonwort bulb	30
Chimaera wing	25
Holy water	40
Scale shield	150
Bronze shield	370
Leather hat	65
Hardwood headwear	120
Leather dress	290

ITEM	COST (GOLD COINS)
Leather cape	320
Silk robe	210
Leather gauntlets	60
Linen gloves	90
Leather kilt	110
Blue knickers	260
Leather boots	70
Clogs	160
Bunny tail	240

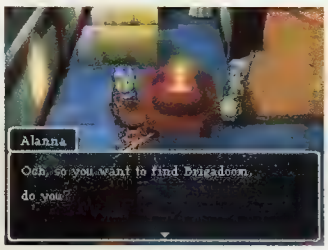
Enter Zere and look around. There isn't too much to see: they have a church, an inn, a beautiful tree, and a wandering item merchant. It shouldn't take your party long to settle in and grab anything that isn't nailed down.

You might notice that there is a locked door at the back of the inn. Don't worry about that for now; you're certain to find a way to bypass that lock sometime in the future!



Go inside the great tree that dominates the center of the village. A poor woman inside is down on her luck. She doesn't want any charity from your hero, but she could use some cheering up. Do this for her to learn Cheer, a new party trick.

The town church is on the left side of the map. There is a library inside the church. Look inside the room on the right and read the books on the shelves. One is titled *Picture Books for Little Angels: The Magic Tree of Zere.*



Alanna is the woman you're looking for. She has several relatives in the village, and they'll point your party in the right direction. Alanna is visiting her friend Petra, and both of them are in a house at the top right of the map. You can find several items in Petra's home. You can unearth a measly 4 gold coins and a chimaera wing by rummaging through her pots and cupboards, but a bookcase has *Stone Buff's Monthly*. It's a must read. Well, it is if you're especially into rocks.

Talk to the two women to hear a song that mentions Brigadoom. The song tells you to head north if you're seeking the fabled city. It's not much of a lead, but it'll have to do.

Leave Zere. On the way out, you're bound to meet a certain acquaintance. Pass on the news about Brigadoom and continue your journey.

Traveling through Doomingale Forest

Doomingale Forest gives you another tier of enemies to fight. Because you haven't been able to find a new town with better equipment, this is one of the first groups of foes that can really push back against your party. It isn't too dangerous as long as your supplies of herbs (or your MP) don't run out. Just keep an eye on things.

Ram raiders are especially high damage dealers. Brownies are weak in the first turn, but act as wildcards. Don't let them charge up or you might lose a secondary character without much warning.

The city of Brigadoom is at the top of the map, in the center. Enter at your own peril!

RECOMMENDED LEVEL: 8 TO START (10 TO PROCEED)

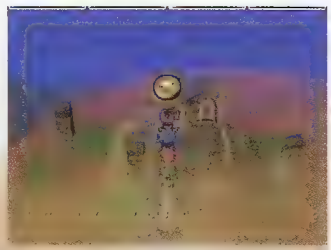
MONSTERS IN THIS AREA

025	BODKIN FLETCHER	HP: 36	XP: 62	GOLD: 44G PG: 258
020	RAGGED REAPER	HP: 34	XP: 56	GOLD: 28G PG: 257
022	BROWNIE	HP: 40	XP: 56	GOLD: 32G PG: 257
026	RAM RAIDER	HP: 57	XP: 70	GOLD: 30G PG: 258
027	CUMAULUS	HP: 30	XP: 62	GOLD: 42G PG: 258
028	SKELETON	HP: 42	XP: 81	GOLD: 60G PG: 258
024	DRACKMAGE	HP: 35	XP: 60	GOLD: 30G PG: 258

DON'T STEP IN THE GOO

The marshes in this area (noted by a purple liquid) are poisonous. Your characters take damage while moving through them. There isn't a reason to push through these, since almost all of them are avoidable at this time. Walk around the marshes and make your way to Brigadoom.

A Medal for Good Searching



If you're willing to go through a mild detour, climb down the hill on the left side of the map and wind your way up to the top left edge of the area. There is a hidden mini medal up there, and it's rather easy to miss if you're hurrying through.

The Ruins of Brigadoom

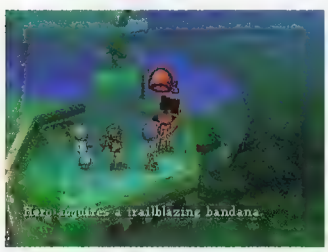
A SHADOW OF BRIGHTER TIMES

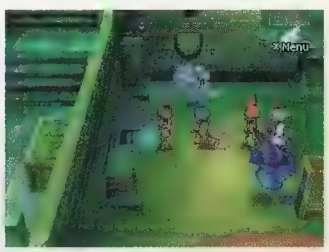
There are a fair number of monsters inside the ruins, and you won't be able to dodge all of them in the tight corridors. Make sure that your party has a good supply of medicinal herbs, or that you have at least one really solid healer before taking on the place formally.

One reason that it takes a long time to conquer this dungeon is the volume of good treasure hidden within its walls. There are a few pieces of equipment worth getting, and two more mini medals are hiding in the mix. Be thorough if you want to come away with all of these treats.

The direct way to the end of the ruins is blocked. There is a red door on the left side of the map, and until you get past the door, that route is impassable. Instead, you have to take a roundabout route to get up to the second floor.

Before you do that, explore the tower on the right side of the map. Climb the stairs in that tower. Up top, you find a chest with a **trailblazing bandana**. That's a rather nice item indeed. If you have a dedicated healer, such as a Priest, put the new bandana on him or her. Not only is this likely to improve Defense, but it also raises the quality of his or her healing spells.





Next, walk to the top of the map and around to the left. This leads you toward stairs that lead down to the basement. The basement is rather large and even a bit convoluted. Watch the map carefully to note your starting position.

Your destination is a set of stairs leading up that are below your current position (and to the left). This involves going up, right, down, and then left. It's easier to understand when you're actually staring at the map.

RECOMMENDED LEVEL: 10 TO START (12 TO PROCEED)

ITEMS OF IMPORTANCE

- Trailblazing bandana (on top of the tower on the right side of Brigadoom)
- Mini medal (right side of Brigadoom B1)
- Pair of clogs (right side of Brigadoom B1)
- Belle cap (southern side of Brigadoom B1)
- Gold bracer (northern end of Brigadoom L1-B)

OBJECTIVE LIST

- Meet the Wight Knight at the front gate and slip into the ruins
- Take the route to the basement, all the way around to the lower stairs, and up through the western tower, collecting treasure as you go
- Unlock the red door when you come back up to the main floor to allow for quick access in the future
- Use the door up top to access Brigadoom L2
- Make your way down to the throne room and confront a deadly enemy
- Destroy the boss and then talk to everyone in the room until they all leave
- Return to Stornway

MONSTERS IN THIS AREA

030 BLINKSTER	HP: 33	XP: 64	GOLD: 40G PG: 258
031 LEERY LOUT	HP: 36	XP: 68	GOLD: 34G PG: 258
025 BODKIN FLETCHER	HP: 36	XP: 62	GOLD: 44G PG: 258
032 LUNATICK	HP: 36	XP: 70	GOLD: 32G PG: 259
027 CUMAULUS	HP: 30	XP: 62	GOLD: 42G PG: 258
028 SKELETON	HP: 42	XP: 81	GOLD: 60G PG: 258
024 DRACKMAGE	HP: 35	XP: 60	GOLD: 30G PG: 258
259 MORAG	HP: 456	XP: 1600	GOLD: 350G PG: 287
029 HEALSLIME	HP: 30	XP: 56	GOLD: 30G PG: 258

But, as stated earlier, don't rush. This is where the bulk of the treasure is stored. A hallway on the far right side leads down into a treasure room. That place is loaded with goodies. Steal the **pair of clogs** and the **mini medal** before returning to the main junction.

WATCH YOUR BACK

Some of the enemies aren't worth worrying much about. Most are! Kill healslimes first out of any group; they don't have much health and they are a major thorn in your side if they're able to heal their allies.

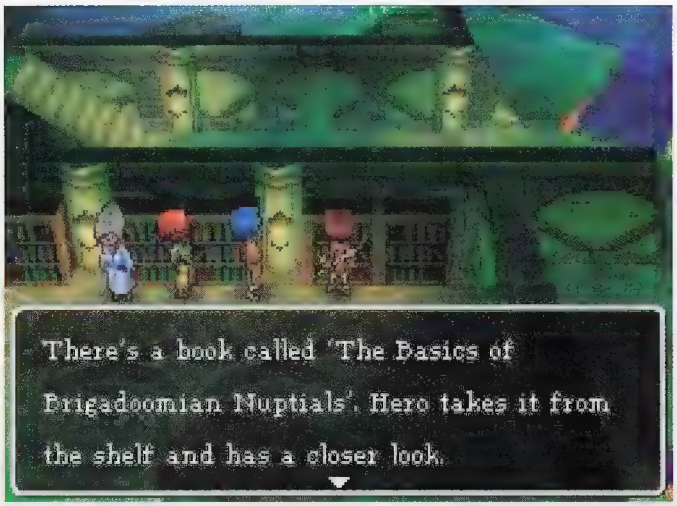
Leery louts are pests. They're sometimes a bit harder to kill, so it's easier to knock off anyone with them before focusing your attacks on the louts.

Blinksters, drackmages, and cumaulus are good at targeting your rear line. Keep an eye on your casters' hit points to ensure that nobody gets knocked out in a casual encounter. You don't have an easy way of resurrecting party members yet, so a blunder can be extremely frustrating.

Finally, save 15-20 MPs for any of your Mages/Priests for the final fight. This dungeon's boss is tough enough to warrant some good spell use, and you don't want to get to her with exhausted characters.

There is a modest library in the basement, which your party passes on the way to the second staircase. If you'd like, search the bookcases for a diary (written by Princess Mona) and a book called *The Basics of Brigadoomian Nuptials*.

Climb up the stairs once you reach them and enter the western tower. There are two minor items in that small area, but neither are worthy of note. Keep climbing and unlock the red door when you get back to the main level.



NEED A LITTLE PICK-ME-UP?

If you need to leave and rest, this is a perfect time to do so. When you return, the door will still be open. This prevents your party from having to redo the entire dungeon!

Once you're firmly back on the main floor, shoot directly for the door up top. Go through it and take the obvious route to the second floor. A new staircase leads down. Descend those stairs to search for a **gold bracer**. Afterward, come back up and search the lower side of the floor for the throne room. Heal before you talk to the woman within. She's not there to entertain you!

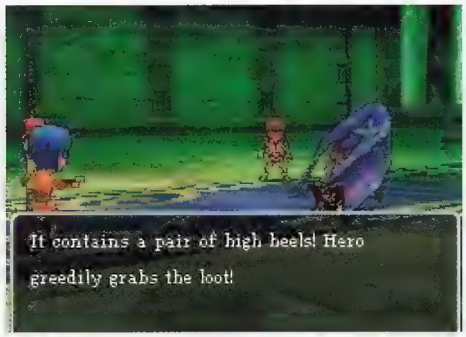
MORAG

259	MORAG	
	HP: 456	XP: 1600
	GOLD: 350G	PG: 287

Morag is a fairly heavy hitter, and she takes quite some time to bring down. The best way to proceed is to play this fight by the book. Make sure that your characters cast all relevant buff/debuff spells during the early rounds. Sap Morag twice and then Acceleratle, twice if you suspect it can help your party to have their entire round before Morag acts.

Try to have your lighter characters act earlier in the rounds. This is accomplished by equipping them with lighter glove items. Keep their deftness high and actually try to avoid a high deftness for heavy hitters. Why do this, you ask? It ensures that the combo bonus affects your higher-damage dealers. After buffing/debuffing is finished, put your entire party on full attack. This racks up the combo bonuses and leads to extremely high numbers against a fully sapped boss.

Morag can't stand up to rounds like that for very long. Make sure to Heal wounded characters if there is any doubt in your mind about their survivability, and factor in Morag's tendency to focus on individual characters. She'll get hooked on one target and try to pound them out of existence for a couple rounds. It's worth sacrificing some of your damage to top off such a character's HP every round if necessary.



Morag drops high heels when she's defeated. Parade any appropriate characters around in them and talk to the surviving characters in the throne room. When all is said and done, return to Stornway. Congratulations, victor.

A Safer, Better Stornway

ITEMS OF IMPORTANCE

- 1,000 gold coins (throne room)
- Phial of aggressence (throne room)
- Gold rosary (throne room)

OBJECTIVE LIST

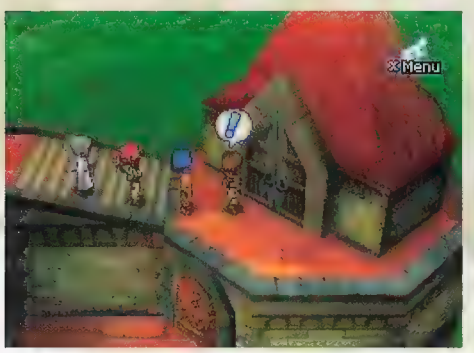
- Talk to King Schott
- Loot the treasury above the throne room
- Talk to Stella on the way out of the castle
- Visit the Starflight Express in the mountain pass
- Journey to the northeast and seek new lands

Go up the stairs behind the throne and search the top tier for the treasury (it's on the right once you get outside). There are a few good items inside, including two random items, a **phial of aggressence**, **1,000 gold coins**, and a **gold rosary**.

Well thanked and appropriately rewarded, your hero should leave town. Talk to Stella on the way out of the castle, and then go back to the mountain pass. See if the Starflight Express runs now. After your group and Stella check that out, go back to Stornway and push northeast from there. Follow the road until you reach a bridge that leads out of the area. Onward and upward, folks!

TIDYING UP

Talk to King Schott and his family again. Everyone is beside themselves; the Wight Knight is no longer a threat, and things are looking up for Stornway. The King has opened the border to the northeast, and he invites your hero to plunder the treasury as well. He has everything that he needs already.



A Town Riddled with Disease

The Search for Coffinwell

RECOMMENDED LEVEL: 12 TO START (13 TO PROCEED)

OBJECTIVE LIST

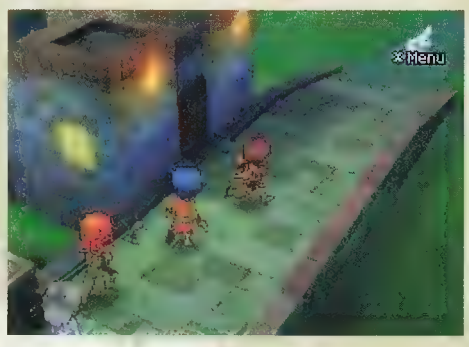
- Pass through the bridge outpost leading into Eastern Coffinwell
- March north and enter the city proper

MONSTERS IN EASTERN COFFINWELL

030 BLINKSTER	HP: 33	XP: 64	GOLD: 40G PG: 258
038 LOST SOUL	HP: 62	XP: 96	GOLD: 40G PG: 259
036 CHARIOT CHAPPIE	HP: 55	XP: 90	GOLD: 60G PG: 259
037 MORPHEAN MUSHROOM	HP: 50	XP: 75	GOLD: 45G PG: 259
034 CLOCKWORK CUCKOO	HP: 27	XP: 72	GOLD: 41G PG: 259
028 SKELETON	HP: 42	XP: 81	GOLD: 60G PG: 258
033 LEAFY LARRIKIN	HP: 36	XP: 42	GOLD: 28G PG: 259
035 SLUGGER	HP: 48	XP: 64	GOLD: 47G PG: 259

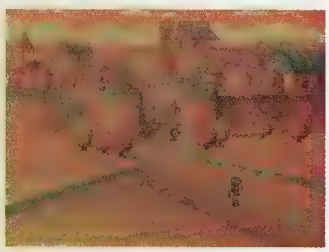
WHO WANTS SOME?

Many of the monsters in this new region have their own niche. Learn what you're dealing with quickly to find out which creatures pose the greatest threat to your party. Clockwork cuckoos are poor choices early in a fight; they have high Defense and are thus a bit slow to kill. Chariot chappies inflict very high damage, so they're nice to eliminate early on. Leafy larrikins call for backup, so area-of-effect attacks clean them up nicely (Bang is great against them). Sluggers are very fast but are mostly just a nuisance target.



The guards at the edge of Western Stornway won't give you any trouble now. The bridge is easily crossed, and you can decide whether to talk to the other travelers in the area. Inside a small guardhouse, you come across a soldier who wants a wing of bat.

There is a patch of **slipweed** in the middle of this map. It isn't even terribly out of your way if you take the western route around to Coffinwell (around the large hill). You can even somewhat see the slipweed on your map. It looks like a dull circle.



Eventually make your way up to Coffinwell, in the north. It's VERY easy to find, so you're unlikely to have problems spotting it on the map. Enter the city and get to know the place.

Coffinwell: Come for the Plague, Stay for the Hospitals

COFFINWELL ITEM SHOP

ITEMS	COST (GOLD PIECES)
Medicinal herb	8
Antidotal herb	10
Moonwort bulb	30
Chimaera wing	25
Evac-u-bell	28
Holy water	40

ITEMS OF IMPORTANCE

- Quarantomb key (given by Mayor Laria as a quest event)
- Spiked armour (in the basement between the mayor's house and the inn; requires a magical key)

OBJECTIVE LIST

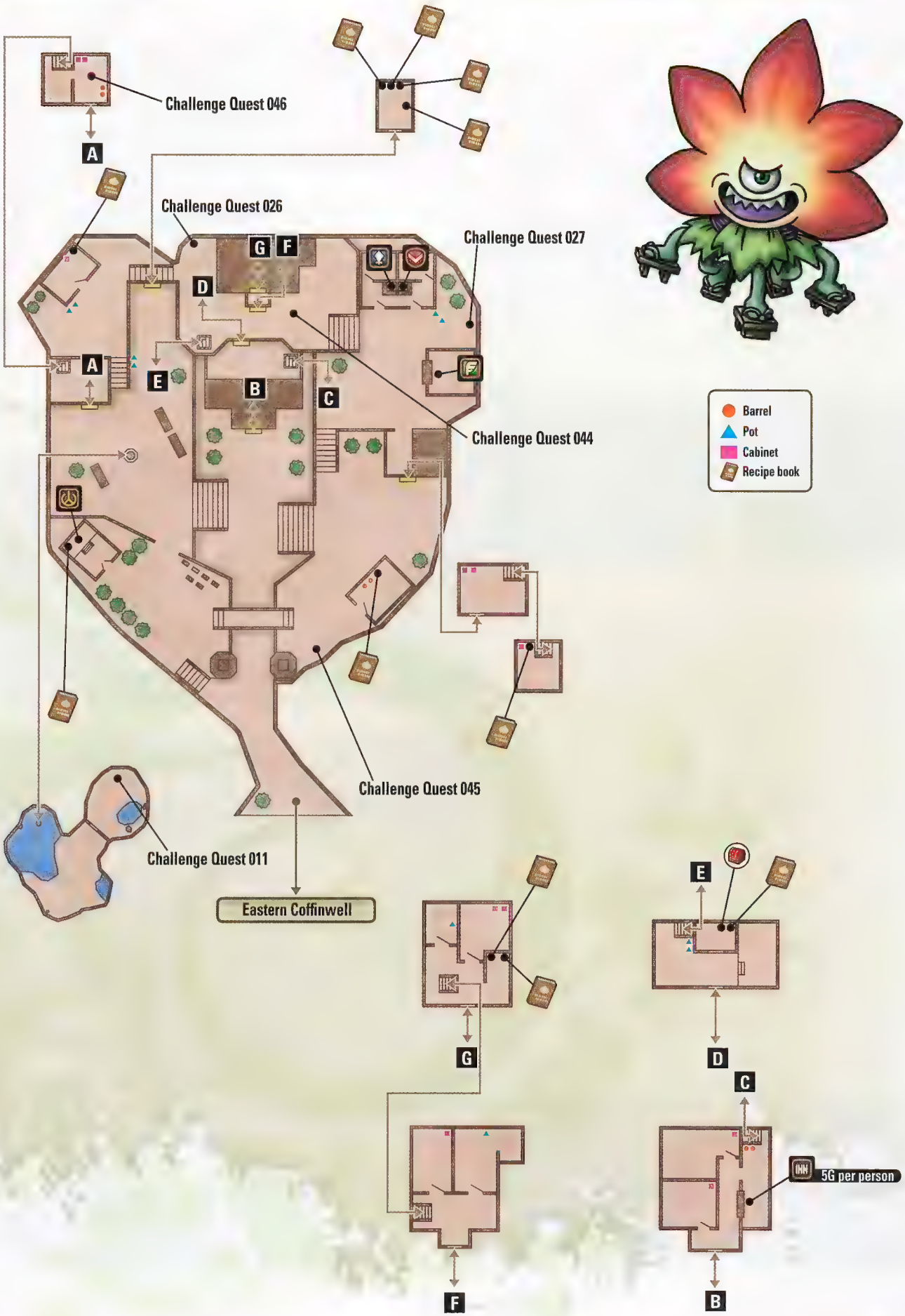
- Talk to Mayor Laria, in his home at the top of the map
- Walk to the building in the upper left part of town and talk to Dr. Phlegming's wife, Catarrhina
- Go down the stairs outside the doctor's house and talk to Catarrhina again (she's outside his lab)
- Go into the lab and meet Dr. Phlegming
- Talk to Catarrhina again afterward, and then see Mayor Laria
- Agree to help the town and accept the Quarantomb key from Mayor Laria
- Talk to Doctor Phlegming again
- Leave town and turn your party to the west

COFFINWELL ARMOUR SHOP

ITEMS	COST (GOLD PIECES)
Bronze shield	370
Shell shield	600
Hardwood headwear	120
Turban	310
Chain mail	540
Bronze armour	720
Iron cuirass	1000
Garish garb	660
White t-shirt	520
Leather gauntlets	60
Iron gauntlets	450
Leather gloves	190
Leather kilt	110
Red skirt	340
Iron kneecaps	640
Leather boots	70
Iron sabatons	580
Clogs	160

COFFINWELL WEAPON SHOP

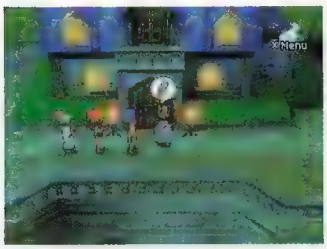
ITEMS	COST (GOLD PIECES)
Rapier	480
Iron broadsword	1000
Iron lance	450
Long spear	1400
Bronze knife	200
Divine dagger	640
Poison moth knife	1250
Oak staff	120
Wizard's staff	840
Staff of sentencing	1600
Thorn whip	350
Battle whip	960
Carrying pole	530
Oaken pole	780
Iron claws	620
Razor claws	1750
Iron fan	300
War fan	920

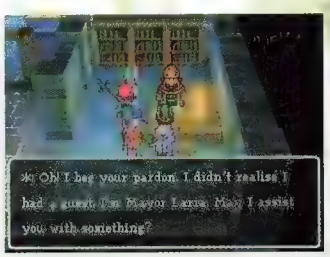

Challenge Quest 046
A
Challenge Quest 026
Challenge Quest 027
G
F
D
A
E
B
C
Challenge Quest 044
Challenge Quest 045
Challenge Quest 011
Eastern Coffinwell
G
F
E
D
C
B
5G per person
Barrel
Pot
Cabinet
Recipe book

BREATHING EASY

So, this town has its issues. That's just what you were looking for; a place that needs a hero, right? The church is on the left side of the map. Go there early on to save your game. Browse the bookshelves to read *All About the Almighty*, then leave the building.

When you've shopped and rested, go to the building at the top of the map. This is the Mayor's house. Look inside and talk to the town's leader for a moment. He's trying to find a cure for the illness that is destroying Coffinwell. He thinks that his son-in-law has the best chance of figuring it all out. He asks you to talk to the doctor.



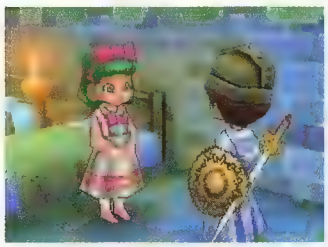


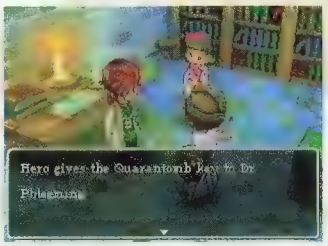
Go to the doctor's house. The building is to the left when you leave the Mayor's estate. Walk inside and meet Catarrhina, the doctor's wife. She's a friendly sort. She tells you that she'll introduce you to her husband. He's in his lab, just down the stairs when you leave the house.

Step outside and meet Catarrhina again down at the lab entrance. She'll give the door a special knock and head inside. Follow her.

Inside the doctor's lab, look for a book called *Cheeky Battle Tips*. Reading this teaches your hero the party trick called Provoke! The book next to this is called *Of Curses and Contagions*, and it's a much more serious read.

Talk to Dr. Phlegming. He explains what he knows about the curse, stating that he might be able to fix it if you clear the nearby tomb of monsters and any other threats. That sounds like perfect hero's work!





Talk to Catarrhina again. She suggests that you see her dad (the Mayor). Go do that; he's still in his home. Mayor Laria asks if you're willing to protect Doctor Phlegming while the tomb is investigated. Agree, and you'll receive the **Quarantomb key**. All right! Talk to Doctor Phlegming once more and get ready to go.

Leave town when you're done with any final chores. Travel to the west, all the way into Western Coffinwell!

Traveling to the Quarantomb

RECOMMENDED LEVEL: 13 TO START (13 TO PROCEED)

OBJECTIVE LIST

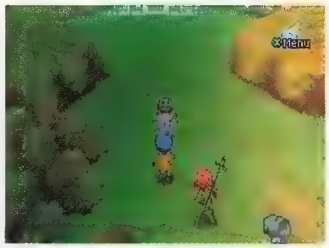
- Go directly west, along the road to reach Western Coffinwell
- Travel north in the new map and seek the dungeon known as the Quarantomb

RECOMMENDED LEVEL: 13 TO START (13 TO PROCEED)

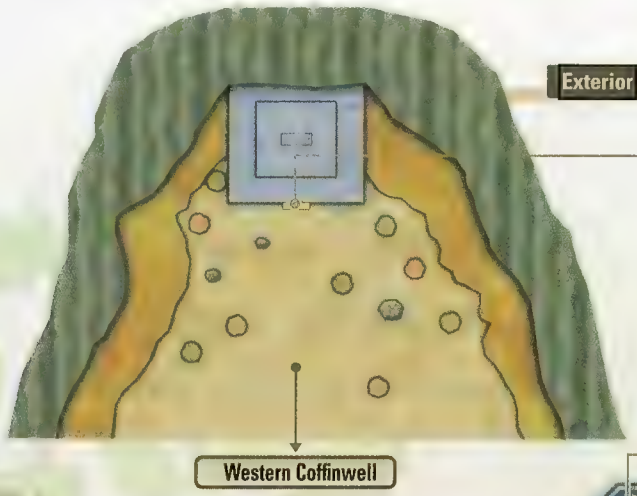
MONSTERS IN THIS AREA

040 BADGER MAGER	HP: 56	XP: 105	GOLD: 60G PG: 260
038 LOST SOUL	HP: 62	XP: 96	GOLD: 40G PG: 259
036 CHARIOT CHAPPIE	HP: 55	XP: 90	GOLD: 60G PG: 259
042 MEAN SPIRIT	HP: 65	XP: 99	GOLD: 66G PG: 260
034 CLOCKWORK CUCKOO	HP: 27	XP: 72	GOLD: 41G PG: 259
037 MORPHEAN MUSHROOM	HP: 50	XP: 75	GOLD: 45G PG: 259
041 CRABID	HP: 72	XP: 220	GOLD: 96G PG: 260
035 SLUGGER	HP: 48	XP: 64	GOLD: 47G PG: 259
039 FLYTHON	HP: 70	XP: 100	GOLD: 70G PG: 259
017 WOOPER TROOPER	HP: 30	XP: 40	GOLD: 32G PG: 257
029 HEALSLIME	HP: 30	XP: 56	GOLD: 30G PG: 258

GO WEST!



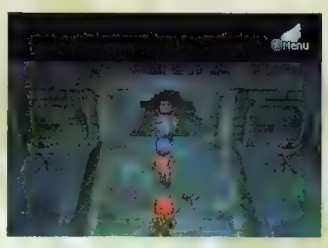
It only takes a moment to reach Western Coffinwell. Once you're there, take a look around and see the mix of new and old monsters. The place that you're seeking is almost directly north now, and it's up to you whether to build levels before going after it. In all likelihood, your party will be fine even if you rush directly up there.



The Quarantomb

POKING AROUND

There aren't any monsters outside the tomb's entrance. Walk through the front door and approach the doctor. Somehow he made it here before you, even though the guy is afraid of monsters. Maybe he managed to sprint away from all of them on the road. In any event, he's already busy trying to figure out how the place works. Your party's task is to proceed into the main floor and figure out how to open the central chamber.



Go through the door at the top of the room and enter the first floor. There are plenty of monsters in here! Many of them are fairly tough, so have your party members work together to bring down a target or two each round (instead of expecting to knock everything out instantly).

RECOMMENDED LEVEL: 13 TO START (13 TO PROCEED)

ITEMS OF IMPORTANCE

- Seed of skill (near top left side of map, L1)
- Mini medal (right side of the map, roughly halfway up, L1)
- Sprig of slipweed (bottom right side of map, L1)

OBJECTIVE LIST

- Go into the tomb and talk to Dr. Phlegming
- Walk north into the main portion of the first floor
- Examine the doors to the north, and then activate the statues in the top left and top right corners of the map (in that order)
- Return to the front of the level and go through the double doors
- Approach the broken vessel, heal your party after the brief scene, and then stop the Ragin' Contagion
- Return to Coffinwell

MONSTERS IN THIS AREA

045 EARTHENWARRIOR	HP: 55	XP: 110	GOLD: 66G PG: 260
046 METAL SLIME	HP: 4	XP: 4096	GOLD: 20G PG: 260
038 LOST SOUL	HP: 62	XP: 96	GOLD: 40G PG: 259
044 MUMMY BOY	HP: 91	XP: 105	GOLD: 60G PG: 260
043 MAGUS	HP: 58	XP: 90	GOLD: 80G PG: 260
260 RAGIN' CONTAGION	HP: 696	XP: 2295	GOLD: 600G PG: 287
042 MEAN SPIRIT	HP: 65	XP: 99	GOLD: 66G PG: 260

Look for a stone with an important inscription near the front of the area. The writing implies that you can open the double doors ahead by using special statues. To do this, go to the top left portion of the map and activate the blue statue there. This shines one beam of light down to the double doors. Next, go to the top right and activate the red statue.

These two beams bounce off of mirrors and open the double doors for your party. Before going back to the beginning, patrol around and pick up any additional treasure.

WHO TO WATCH OUT FOR

The new cast of enemies is worth getting to know. Earthenwarriors are easy to spot on the map because they're fairly large; watch out for these guys. They have a breath attack that hits your entire party (for around nine damage per person). That's a good attack for sapping your healing reserves, so smash these guys quickly.

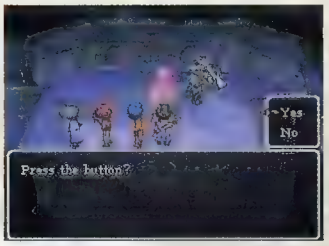
Mean spirits are quite common. They aren't especially versatile, but their direct damage is worrisome. Occasionally, they debuff characters by reducing their Attack. That's not too bad. Their other special move is a double attack that rips softer characters to shreds. Watch out!

Magus and mummy boys aren't too dangerous as a whole. Leave these enemies for the second round of fighting if there are better targets.

A blue chest is near the beginning, located one hallway left and one hallway up from the start.

Red chests are more common, and they have better rewards. Watch for all three of these at the following locations: near the top left, halfway up the far right wall, and by the bottom right corner.

If you're satisfied with your treasure hunting, head to the center and confront whatever is hiding there.

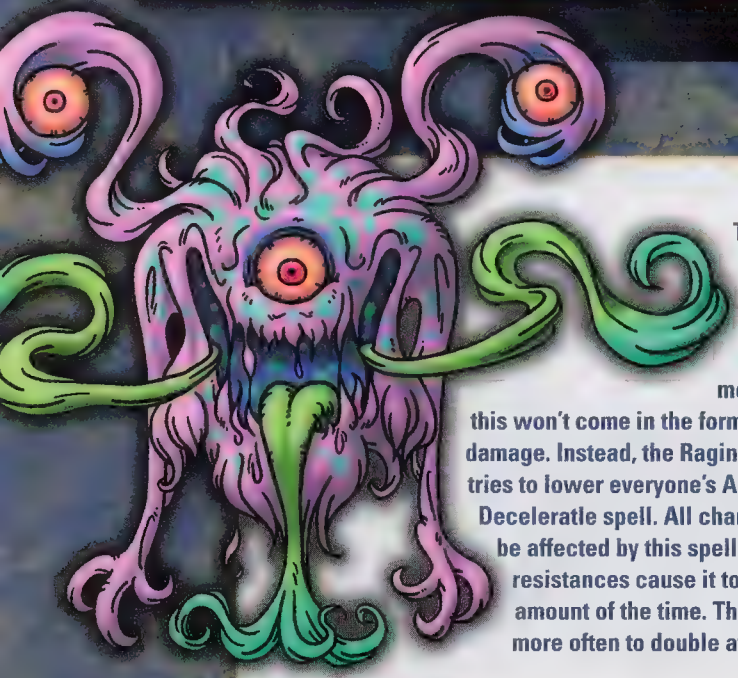


SURGEON GENERAL'S WARNING: RAGIN' CONTAGION SHOULD BE AVOIDED BY NON-ADVENTURERS, THOSE WITH HEART CONDITIONS, AND YOUNG CHILDREN

Dr. Phlegming comes forward as you enter the central chamber. He'll begin what he needs to do, but a vicious adversary rises to stop him. It's your duty to take down this twangy boss!

Heal your entire party before approaching the beast, and then have at it.

THE RAGIN' CONTAGION



260 RAGIN' CONTAGION

HP: 696 XP: 2295

GOLD: 600G PG: 287

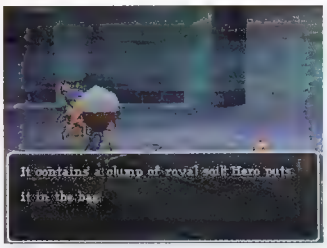
This is your first boss fight with an enemy that can double attack. For most of the battle, this won't come in the form of direct damage. Instead, the Ragin' Contagion tries to lower everyone's Agility with its Deceleratle spell. All characters can be affected by this spell, but natural resistances cause it to fail a modest amount of the time. That's very good, because the Ragin' Contagion turns more often to double attacks once all characters are fully debuffed.

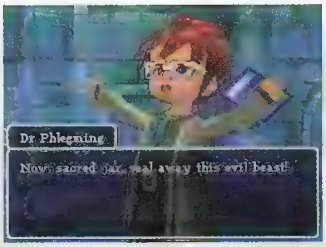
It's always wise to Sap bosses, if you have access to that debuff. Beyond that, it's also useful to use Accelerate from time to time to keep your group from entirely bottoming out on Agility. Don't bother doing this every round (you'd miss out on either some damage or some good debuffing of your own). Instead, throw an Accelerate every three or so rounds to extend the amount of time it takes the boss to get your party to their bottom Agility limit.

You won't need to Heal often in this battle; the Ragin' Contagion isn't a high damage boss. If you bring a party with three (or even four) damage dealers, you're going to have the easiest possible time.

Ironically, well-balanced parties may have the worst time. For a group with only one or two damage dealers, the extended duration of the fight puts a drain on their healer(s)' resources.

Don't forget to throw in melee special abilities if you've started unlocking them. By now, it's rather common for melee characters to have at least one ability that grants them an advantage (such as the claw attack Propeller Blade). Don't save any MP for later; this is the end of the dungeon.





When the Ragin' Contagion falls, the boss drops a clump of **royal soil**. Take this and watch the doctor finish his work. The dungeon falls silent, and you're clear to investigate the bottom of the tomb. Even the spirit below has forgotten who he is, so it's hard to learn too much more about this place.

Leave the Quarantomb and return to Coffinwell. They might have to change their name to Coffinseldom after your glorious victory.

Better Times in Coffinwell

ITEMS OF IMPORTANCE

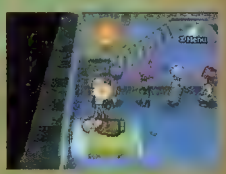
- Feather headband (a reward from the Mayor)

OBJECTIVE LIST

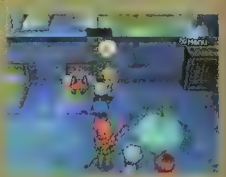
- Go to the doctor's house and interact with Catarrhina
- Talk to the Mayor and then rest until evening
- Visit the graveyard in the lower left portion of town and talk to the younger ghost
- Go to Doctor Phlegming's lab and knock on the door to gain entrance
- Agree to escort the doctor around town to meet people who have been cured
- Bring the doctor back to his lab
- Rest at the inn and talk to Stella on the way out the nex morning
- Talk to the Mayor to receive a reward
- Leave the town and go back to the Starlight Express with Stella
- Watch the scene that unfolds

LOCATIONS OF THE RECOVERING TOWNSFOLK

- The old man in the house on the left. He still has a cold, but that's a heck of a lot better than what he had before.

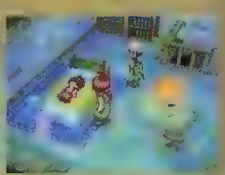


- The bunny dancer who is staying at the inn.



- The father from the house on the right side of town

- Go upstairs after talking to the father and see how his daughter is doing.



MANY HAPPY RETURNS

Most of Coffinwell is overjoyed at the events that have transpired. Even before you return to tell them of your success, people start healing.

Go to Dr. Phlegming's house and try to tell Catarrhina the good news. The doctor returns before you have said even a word. An extended scene follows. Afterward, take your party to the Mayor and talk to him. He mentions a reward, but you won't get it quite yet. The guy is a little distracted.

Rest at the inn until evening falls, and then visit the graveyard. There are now two ghosts there. Talk to the newer one and see if there is anything your party can do to help her.

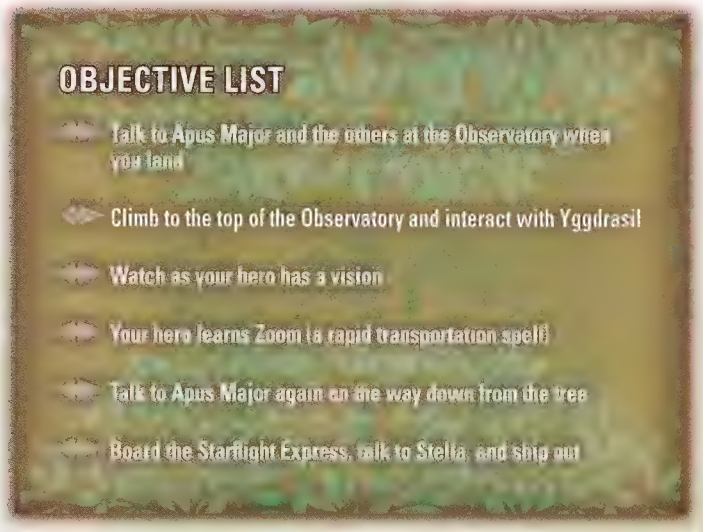
Go to the doctor's lab and use the special knock to get his attention. When he comes out, agree to escort him around town to see all of the people who have been cured. There are four townsfolk that you need to talk to.

Bring the doctor back to his lab and give him some time to think. Let your party sleep until morning, then have a brief talk with Stella when everyone gets up. Don't leave town quite yet! See the Mayor and let him give you a reward for your party's fine efforts. He hands you a **feather headband**, which is a good all-around piece of equipment. Put that on one of your favorite characters and then leave Coffinwell.

Return to the Starflight Express and see if Stella can get it off the ground this time. A strange spirit meets your hero on the way, but she has little to say. It's only after that interaction that your party takes to the skies and returns to the Observatory.

Return to the Observatory

Back in the Sky

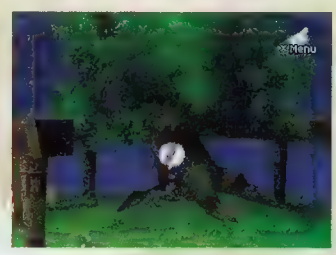

OBJECTIVE LIST
Talk to Apus Major and the others at the Observatory when you land
Climb to the top of the Observatory and interact with Yggdrasil
Watch as your hero has a vision
Your hero learns Zoom (a rapid transportation spell)
Talk to Apus Major again on the way down from the tree
Board the Starflight Express, talk to Stella, and ship out

CATCHING UP WITH OLD FRIENDS

Though there are only a few things to do in this scenario, your hero has a very important role. None of the other Celestrians that have gone down to the Protectorate since the catastrophe has returned. That means that the Celestrians here are dying for any word from the surface.

Once told of the events, Apus Major requests that your hero climb the Observatory and pray to Yggdrasil. Do this. Though your hero's wings and halo are not restored, the Great World Tree does have gifts for you.

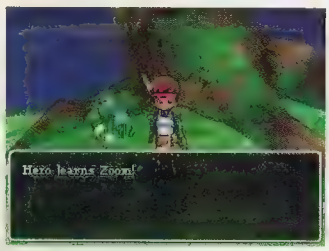
Apus Major
Hmm... So the Protectorate too was ravaged by the same beams of light that pierced the Observatory that ill-fated day.



Your hero is granted a vision and taught Zoom, a powerful spell that lets you take your party across vast distances with little effort. The vision shows what must be done to protect the world from something very grim. The fyggs are at the core of this, and your hero needs to retrieve them from the Protectorate.

When you leave the tree's area, tell all of these things to Apus Major. He endorses your hero's efforts and suggests that you take the Starflight Express back to the surface.

Step into the engine car and talk to Stella again. It sounds like she has some concerns of her own. Maybe you can help her out with those once you're back down there.



NO MORE HAND HOLDING

The Observatory
Alikadas Abbey
Canos
Stella
So you want to take a trip aboard the Starflight Express? You'd better tell me which stop you're travelling to, then.

The story now becomes yours to control. As you proceed, your hero starts to have choices about which scenario to do next. For example, you can presently choose to work on Saving Abbott Jack or Waters of the Lleviathan.

This walkthrough proceeds with a course that is thorough and very direct. It is, however, possible to do things in a very interesting and "out of order" way.

For example, completing Waters of the Lleviathan unlocks The Lost Stonemason and Marion Bloome's Secret. Beating Marion Bloome's Secret then unlocks Desert Queen and School Ghost Story.

If you want, flip ahead and find the sections that you want to use the most. But if you aren't concerned about making your own order, just relax and finish each scenario as it's listed here. There aren't any penalties, problems, or disadvantages to doing things in this order.

Saving Abbott Jack

Alltrades Abbey

OBJECTIVE LIST

- Enter Alltrades Abbey once you've explored the wilderness
- Walk up to the crowd of people surrounding a minister in the main room of the abbey
- Follow the minister to the top of the map and talk to him twice to learn more about the missing Abbott
- Go down to the basement and talk to the maid near the kitchen
- Talk to the man who came to become a martial artist just above the kitchen area
- Go back upstairs, talk to Stella, and then talk to the minister again
- Agree to go after the Abbott, who is thought to be at the Tower of Trades
- The minister teaches your hero how to Bow, assign this as a party trick and use it when you get to the Tower of Trades

MONSTERS IN THIS AREA (NEWID ISLE WILDERNESS)

050 BADBOON
HP: 90 XP: 171
GOLD: 69G PG: 261

052 MUDRAKER
HP: 120 XP: 188
GOLD: 86G PG: 261

047 BODKIN BOWYER
HP: 58 XP: 112
GOLD: 62G PG: 260

001 SLIME
HP: 8 XP: 2
GOLD: 4G PG: 255

049 CYCLOWN
HP: 56 XP: 108
GOLD: 79G PG: 261

048 SLIME KNIGHT
HP: 60 XP: 127
GOLD: 74G PG: 261

054 DRACKYMA
HP: 52 XP: 145
GOLD: 74G PG: 261

051 SLIME STACK
HP: 177 XP: 317
GOLD: 137G PG: 261

043 MAGUS
HP: 58 XP: 90
GOLD: 80G PG: 260

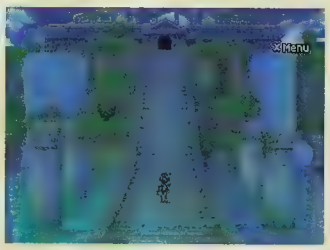
055 WALKING CORPSE
HP: 105 XP: 155
GOLD: 66G PG: 261

ALLTRADES ABBEY ITEM SHOP

ITEM	COST (GOLD PIECES)	ITEM	COST (GOLD PIECES)
Medicinal herb	8	Razor claws	1750
Antidotal herb	10	War fan	920
Chimaera wing	25	Iron shield	900
Iron broadsword	1000	Iron helmet	1100
Long spear	1400	Iron armour	1200
Poison moth knife	1250	White t-shirt	520
Staff of sentencing	1600	Robe of serenity	950
Battle whip	960	Iron kneecaps	640
Oaken pole	780	Springtime skirt	440

ARE YOU READY FOR CHANGE?

Alltrades Abbey is an awesome place when it's up and running. This is where people come to change their vocations. For normal folks, that means that a street sweeper can become a doctor, or a town idiot can become a trough cleaner. It's great! And for heroes, it's even better. Your party members will be able to learn skills from multiple vocations. Imagine the possibilities!



However, you can't play around with any of those features yet because the Abbott ran off, leaving the entire abbey a bit out of sorts. No one can change vocations until the Abbott is brought back. It's up to you to investigate.

Walk down the main corridor of the abbey and see what all the fuss is about. Three potential vocation changers are arguing with a minister. Listen to their complaints, then follow the minister when he ducks out of the conversation. Talk to the big guy when you catch up with him. He'll explain about the vocation issue. Before leaving, talk to him again. Ask him if there are any interesting fruits in the area. Ah ha! More information.

Take the stairs down to the basement. There is an inn there, if you need to rest, and there are many other people to talk to. Shop with the traveling merchant if you need any of his goods, then talk to the barmaid (in the same room—at the bottom of the map). She'll say that the Abbott had a bit of a fit after he ate a strange fruit. The fruit came from a guy who is trying to become a martial artist here.

Go back around the stairs and look for the martial artist a tad to the north. Ask him about the fruit and find out a little more information. Afterward, climb back to the main level of the abbey. Stella chimes in, after which you should take your hero back to the minister's area. Agree to help the minister find the Abbott.

Your hero is taught Bow, a new party trick that should help get you into a dungeon known as the Tower of Trades. That is where the minister expects you to find the Abbott. Sounds good.

Leave town and head to the Tower of Trades; it's located to the east.

The Tower of Trades

RECOMMENDED LEVEL: 13 TO START (16 TO PROCEED)

ITEMS OF IMPORTANCE

- 1,200 gold coins (top center of L4)
- Lump of iron ore (bottom left of L4)
- Pair of iron gauntlets (right side of L5)
- Mini medal (bottom left side of L7)
- Phial of magic water (top right side of L7)

OBJECTIVE LIST

- Use the Bow party trick when standing in front of the door to gain entrance
- Climb the tower while attempting to conserve HP/MP as much as possible
- Seek Abbott Jack at the top of the tower and protect him
- Return to Alltrades Abbey

1F
A
2F
B

Barrel
Pot
Cabinet
Recipe book

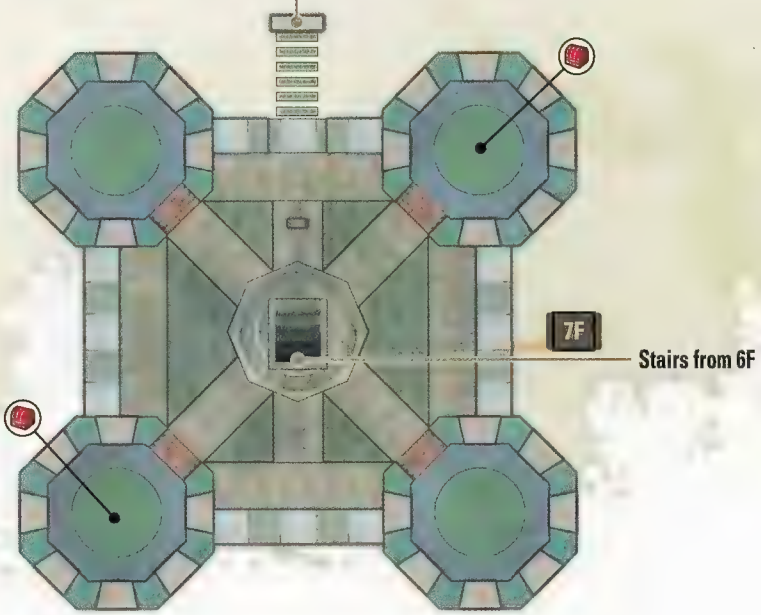
3F
B
4F
C

Barrel
Pot
Cabinet
Recipe book

Stairs to 7F
6F

Ceremonial area

5F
C

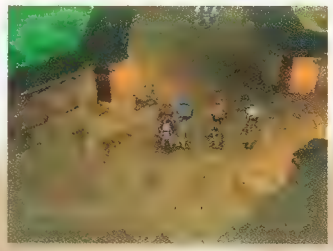

7F
Stairs from 6F

MONSTERS IN THIS AREA

050 BADBOON	HP: 90	XP: 171	GOLD: 69G PG: 261
001 SLIME	HP: 8	XP: 2	GOLD: 4G PG: 255
054 DRACKYMA	HP: 52	XP: 145	GOLD: 74G PG: 261
048 SLIME KNIGHT	HP: 60	XP: 127	GOLD: 74G PG: 261
056 JINKSTER	HP: 60	XP: 127	GOLD: 80G PG: 262
055 WALKING CORPSE	HP: 105	XP: 155	GOLD: 66G PG: 261
053 MUSHROOM MAGE	HP: 67	XP: 144	GOLD: 70G PG: 261
261 MASTER OF NU'UN	HP: 796	XP: 2904	GOLD: 780G PG: 288
057 RESTLESS ARMOUR	HP: 100	XP: 324	GOLD: 120G PG: 262

A Good Harvest

The barrels and pots in the Tower of Trades are plentiful. That makes this an ideal dungeon to hit multiple times while level building. Your party can collect a fair number of alchemical ingredients by repeating this dungeon.



BOWING AND SCRAPING

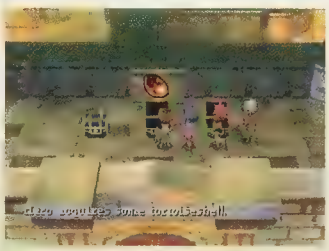
The Tower of Trades was once used as a place for people to change vocations, just like Alltrades Abbey is now. The problem is that this tower is currently infested with powerful monsters. Nobody really goes here anymore, but the Abbott is supposed to be somewhere inside.

Take a heavy supply of materials with you when you head into the tower. Medicinal herbs are very useful unless your party has exceptional healing. This tower has seven levels, and it's wise to do a bit of level building here. The experience is much higher than it has been in previous areas (fights are worth double or even triple what you've experienced previously).

Consider making a treasure run in the tower for your first attempt. Go in, get as much loot as you can, and then Evac and Zoom back to Alltrades Abbey to rest and save. This ensures that your group gets the most possible experience out of the place before taking on its boss.

WHAT TO LOOK FOR ON THE WAY UP

Bind the Bow party trick to your hero and use that to get in the front door. After that, the dungeon is extremely linear. Look inside and search for treasure on each floor. When you're ready to advance, take the stairs that lead up.



There are barrels containing minor treasure in the lower left and lower right sides of the first floor. Keep an even sharper eye out when you reach the second floor. There are three blue chests outside on the balcony (at the bottom of the map). Additionally, there are more pots on the north end.

You find a **mini medal** on the lower right side of the third floor. The fourth tier has another blue chest (on the right side). Then, you find pots and barrels again in the top part of the fifth floor. This place just keeps on giving.

At the very top (on the seventh floor), look for two red chests. The one on the left side has another **mini medal**.

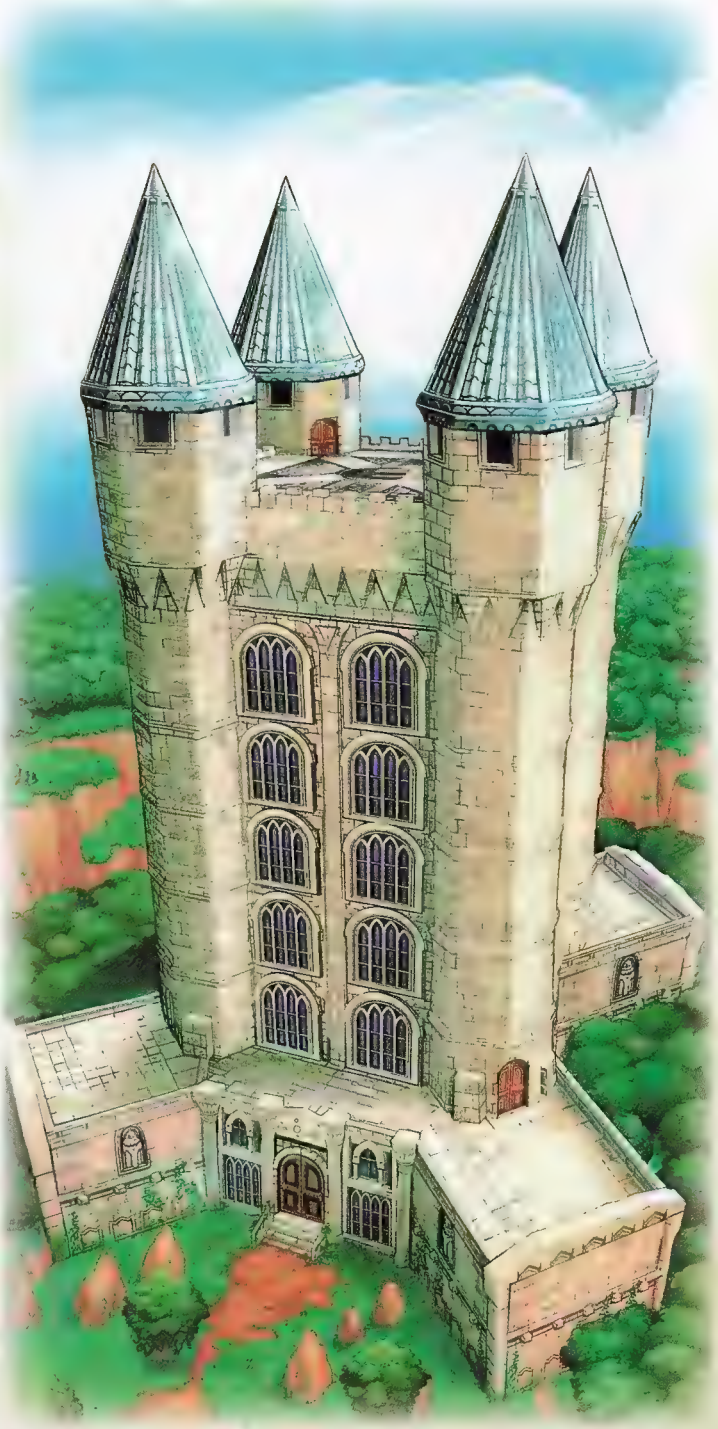
WHO TO FIGHT AND WHO TO AVOID

The enemies on the first few floors represent the weaker targets here in the Tower of Trades. Upgraded slimes aren't any serious threat, nor are walking corpses, slime knights, or mushroom mages. You've seen these foes before, and they're well within your group's level range.

Remember to knock out slime knights early on, before they can heal themselves (or others). Walking corpses may have high health, but their Enrage ability doesn't come up often, and they don't usually have time to exploit it. As for the mushroom mages, they're probably the best targets to kill first. A mix of low health and fair damage potential make them good monsters to drop before killing anything else in a group.

After your group hits the third floor, jinksters begin to appear. They're also low health enemies that you want to kill early on. The big difference is that these guys are vicious if you let them live for more than a moment. They can Drain Magic, and their Bang causes a serious strain on your group's healing. Don't let them have any fun!

After your party gets up to floor five, you meet the last random enemy of the dungeon. The big suits of armour that are walking around are called restless armour. They have mastered the art of single-target damage. You won't normally see them in groups, so it's easy to focus fire on them. Maximize your group's damage to try to kill these creeps by the end of the first round.



AND IN THE END

A strange gateway lies at the top of the seventh floor. Walk through it after healing your party to full health. Make sure that all of your casters have enough MP to handle a serious boss fight. If you're uncertain, Evac and make another run. This encounter is one of the first that's fairly risky.

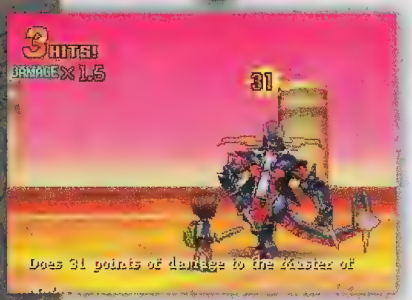
MASTER OF NU'UN

261 MASTER OF NU'UN
HP: 796 XP: 2904
GOLD: 780G PG: 288

This deadly adversary is the second double attacker that you've met. His melee damage borders on pathetic, especially if he goes after your heavier characters. However, his area-of-effect output is phenomenal. Groups with a single healer need to pour on the damage as quickly as possible to outpace their descending sum of HPs.

The Master of Nu'un likes to buff himself and increase his Defence. Don't let him get away with it. This is a damage race, and anything that helps keep him alive is a BAD THING. Use Sap as many times as it takes to negate his buff and to eventually take him down to his lowest damage resistance. It's worth your time.

The Master's weakest attack is a Drain Magic. Though it steals enough MP to be a pain, it's not a huge concern as long as your group saved their resources while climbing the tower.



And now for the nasty stuff. The Master has Woosh and an ability that calls lightning. Both of these spells hit the entire group and can deal substantial damage. Rounds when your party takes over 20 damage each are not uncommon. The Master won't double up when he's casting Woosh, but Call Lightning is often paired with a melee attack or a Drain Magic. Yikes!

A group that has reached level 15 or 16 can beat this fight quite reliably. It's possible before then, but it takes a bit more luck, and there are likely to be scary moments. The experience is good enough in this dungeon that you really shouldn't push to get through here quickly unless you're excited by beating dungeons with minimal resources (which can be rather fun).

After the Master of Nu'un falls, you formally meet Abbott Jack of Alltrades Abbey. He'll return to the abbey, and your weary party can follow on his heels. Evac and Zoom back to save yourself time. Once there, take time to rest and save. Then, talk to the Abbott.

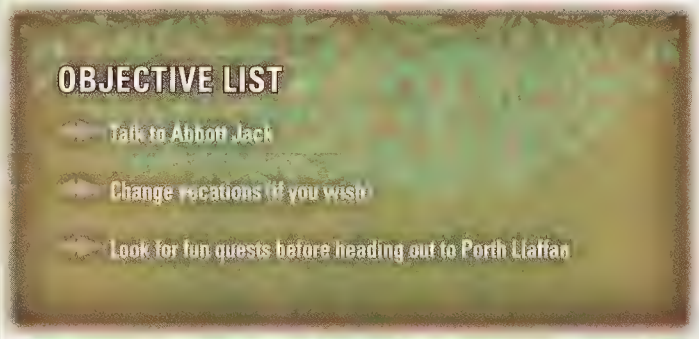
Chilling at the Abbey

NOW THE WORLD IS YOURS

Many options unfold once you're back at the abbey. Your characters can now change vocations at will. This is a huge source of power. There are also several major quests here that provide wonderful pieces of armour once completed. Take a look around and consider what you feel like doing next.

If you want to proceed with the story, that's fine. However, you could switch a character or two into another vocation and watch your power leap forward. For example, say you have a minstrel that is pretty slick with a sword. Imagine if you make him or her a thief for ten or so levels. It wouldn't take too long to pull off, and the result would be a nice pile of bonus skill points that you can throw entirely into swords if you like. Afterward, switch back to your original vocation (or don't, as you see fit).

It's even possible to immediately complete some of the vocation-based quests. In particular, Free the Faerie Two (from the inn) and Eggstreme Sports (from the ghostly minstrel downstairs) are quite easy.



Waters of the Lleviathan

Porth Llaffan

PORTH LLAFFAN ITEM SHOP

ITEM	COST (GOLD PIECES)
Medicinal herb	8
Antidotal herb	10
Moonwort bulb	30
Chimaera wing	25
Evac-u-bell	28
Holy water	40
Angel bell	90
Magic water	500
Bunny tail	240
Slime earrings	400
Gold bracer	350
Gold ring	220

PORTH LLAFFAN WEAPON AND ARMOUR SHOP

ITEM	COST (GOLD PIECES)	ITEM	COST (GOLD PIECES)
Iron axe	1800	Tortoiseshell	1550
Sledgehammer	1300	Cloak of evasion	1000
Boomerang	750	Dancer's costume	740
Short bow	1150	Iron gauntlets	450
Iron shield	900	Rubber gloves	270
Iron helmet	1100	Boomer briefs	420
Feathered cap	620	Pop socks	680
Silver tiara	670	Iron sabatons	580
Iron armour	1200	Wellington boots	330

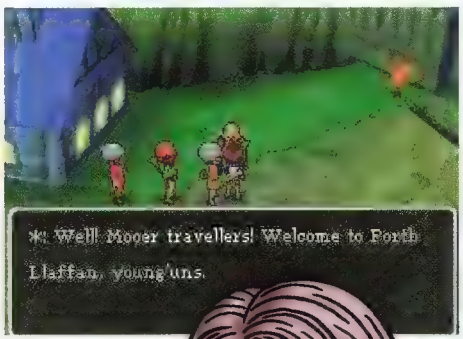
OBJECTIVE LIST

- Interact with Jona Jones on the beach
- Back away and see what happens next
- Rest until evening and then talk to Jona again, in the house at the bottom right
- Go to the house on the left side of town and listen to Mayor Bryce and Jona
- Spend the evening at Jona's house and then look for her in the morning
- Talk to Bryson in the upper left part of town, behind the Mayor's house
- Leave town via the western exit and travel to Tywll Cave farther west

SOMETHING SMELLS FISHY AROUND HERE

Porth Llaffan used to be a minor fishing town that was barely getting by. Auspiciously, they have been getting fish in great abundance during recent weeks. A girl in town, named Jona Jones, has the ability to call a sea beast to help the villagers. This Lleviathan can smash fish onto shore and let the people dine without even having to work for it. Huh...

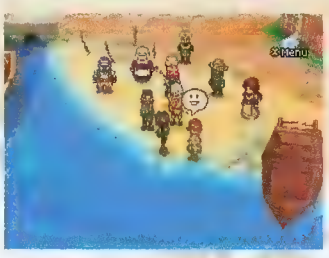
Most citizens in other towns and cities have been getting into all sorts of trouble ever since the earthquake. It seems odd that this place is suddenly doing so well.



Go down onto the beach after you've done any resting, saving, and shopping that you need. Talk to the people there and then approach Jona Jones; she's standing at the water's edge. Interact with her and then back away to see how the Lleviathan reacts to her prayers.

Talk to Jona afterward and then rest until evening at the local inn. Go to Jona's house in the lower right and see how she feels about everything. Afterward, follow her to the Mayor's house, all the way on the left side of the map. You then get to eavesdrop on an important conversation.

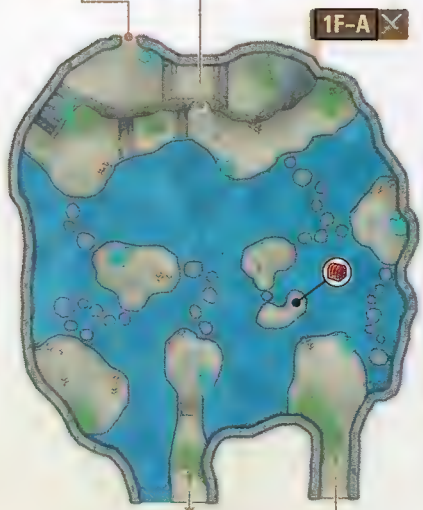
After all this, return to Jona's house to talk with her and sleep until morning. When the sun comes up, your party awakes to find the girl missing. Ask Bryson about it; he's a young boy near the western town exit (it's a gate behind the Mayor's house).

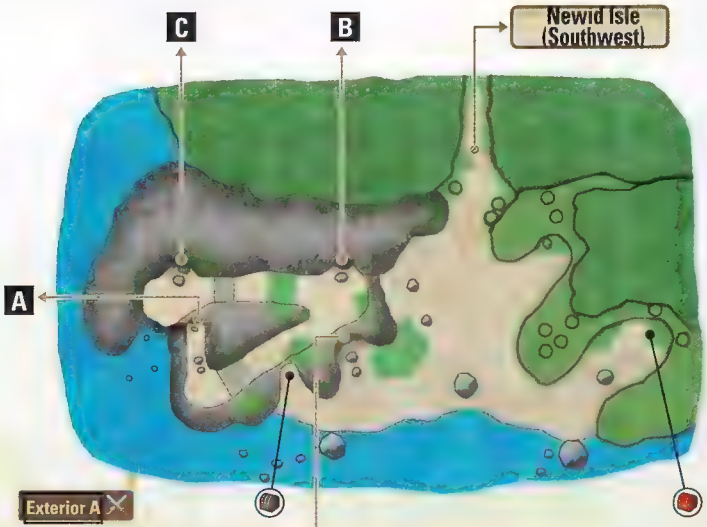


Leave town by that gate and explore the western portion of the coast. Soon, your party arrives at Tywll Cave.

Tywll Cave

1F-B


1F-A
A


C
B
Newid Isle (Southwest)
A
Exterior A

Barrel
Pot
Cabinet
Recipe book

Exterior B

Cuddiedig Cliff

2F
C
B

RECOMMENDED LEVEL: 16 TO START (18 TO PROCEED)

ITEMS OF IMPORTANCE

- Seed of magic (on the right side of Tywil Cave, when you enter the area)
- Iron kneecaps (on a central island in L1)
- Mini medal (inside the northern cavern of L1)
- Pair of ultramarine mittens (inside the northern cavern of L1, on the right)
- Seed of agility (right side of L2)
- 1500 gold coins (top right side of L2)
- Mini medal (top left side of L2)
- Pair of blue jeans (left side of Tywil Cave[em]B)

OBJECTIVE LIST

- Use Tywil Cave to reach the Mayor's private beach
- Approach Mayor Bryce when you reach Cuddiedig Cliff
- Watch the next scene. Heal, and then take on the boss of this area
- Return to town with Jona and rejoice in a job well done

MONSTERS IN THIS AREA

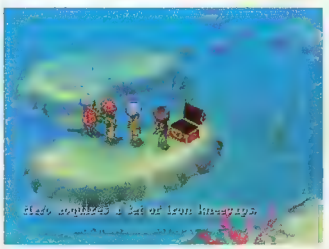
059 CHIMAERA	HP: 75	XP: 180	GOLD: 89G PG: 262
062 MORTOAD	HP: 140	XP: 290	GOLD: 90G PG: 262
041 CRABID	HP: 72	XP: 220	GOLD: 96G PG: 260
052 MUDRAKER	HP: 120	XP: 188	GOLD: 86G PG: 261
058 KNOCKTOPUS	HP: 75	XP: 162	GOLD: 64G PG: 262
060 SALAMARAUDER	HP: 80	XP: 171	GOLD: 74G PG: 262
061 MAN O' WAR	HP: 70	XP: 200	GOLD: 72G PG: 262
262 LLEVIATHAN	HP: 1256	XP: 4134	GOLD: 960G PG: 288

GETTING YOUR FEET WET

This area is composed of a series of caverns. There are only a few maps, and it doesn't take terribly long to explore. Don't rush. There are many good items to pick up, and it's a good time to continue building levels for any characters that have changed vocations recently.

The first area of beach has only two chests. You can find a red chest with a **seed of magic** on the right side of the area. Continue on to the left to discover a blue chest. This is also the area where your party finds the entrance to the caves.

Initially it doesn't look like you can get very far into the cave. Most of the floor is flooded, and your party can't move across the water. If you look carefully, you'll see stones that lead between different islands and walkways throughout the cave. Use those to get around.

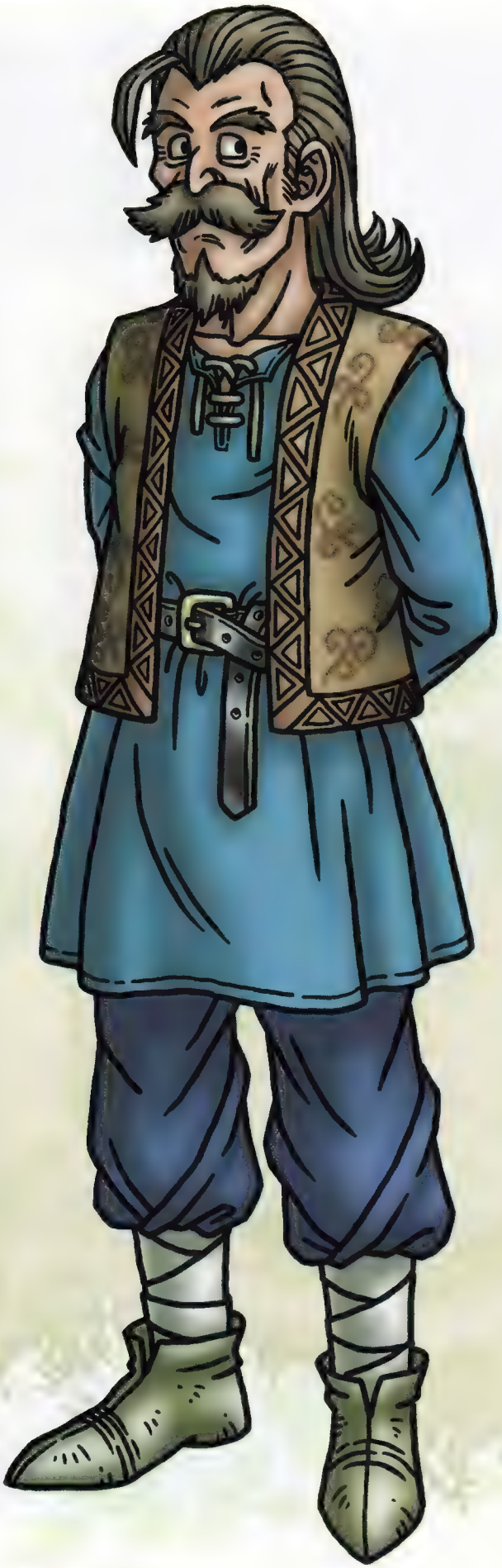


Close to the entrance is a red chest with **iron kneecaps**. The northern end of the cave has two exits; both lead to a peripheral area. One path has a chest with a **mini medal**. The other gets you a **pair of ultramarine mittens**.

After you have both of those, take the rocks to the left and down until you reach the southern exit.

Climb up to a higher tier when your party is outside. Once there, enter the first cave you reach. Once you are inside the cave, look for a red chest with a **seed of agility**. Take it and leave, slipping around to the second cave entrance. The chest in the top left holds a **mini medal**, and one at the top right contains **1,500 gold coins**.

Take the exit on the right side of the map. You're almost to the end. Search the pot on your right in the next area, then look for a final red chest (with a **pair of blue jeans**). Your party is now ready to face the boss. Heal or return to town if needed, then continue until you enter the Cuddiedig Cliff.



THEY CAME FROM THE DEEP

Area-of-effect attacks are common in this dungeon. Chimaeras, mudrakers, and salamarauders all rely on these to inflict damage rapidly. These are enemies that should be killed as quickly as possible. That's especially true of salamarauders because they also call for help from time to time.

Crabids call for backup too, but they're relatively harmless. They aren't especially tough or deadly.

Knocktopi look cool, but your party won't be able to tell for long; these beasts like to blind adventurers. No worries, the effect ends as soon as combat is over. Use magic if too many of your characters are blinded (which is a very rare scenario whatever the case).

Mortoads are hard to avoid. They are so large that it takes skill, timing, or patience if you want to walk around them. It's usually just better to attack them directly and clear any that are in your path.

THAR SHE BLOWS!

Several people are standing by the cliffside when your party arrives. Heal all of your characters and approach this group. Talk to everyone to see what's going on, then take on the Lleviathan when it starts to get out of hand.

LLEVIATHAN

262 LLEVIATHAN

HP: 1256 **XP:** 4134
GOLD: 960G **PG: 288**

This creature of the deep looks like a brutal boss, but he isn't that bad, honestly. His health is adequate, but his direct damage is somewhat low. Only the Lleviathan's best area of effect attack has any teeth.

The Lleviathan only attacks once a round. Count your blessings if it's a melee attack, because those really don't do much. A single healer can make up for these attacks while the remainder of the party punishes this briny freak.

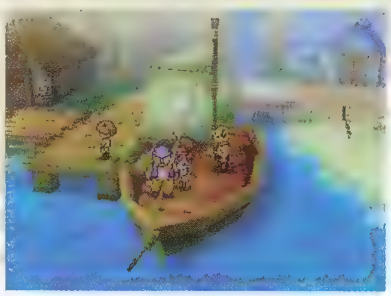
The Lleviathan's better move is a massive swipe that he doesn't use often. The attack hits your group for moderate damage, making it more difficult to keep everyone topped off on health.

Tidal Wave is the one gem in the Lleviathan's repertoire. This mighty attack hits everyone for fairly high damage. If you don't have a second healer, consider using strong medicine (or even medicinal herbs) to ensure that the party gets back together before a second blast hits the group.

Even if the Lleviathan resists your early debuffs, keep at it. This beastie isn't immune to Sap or other magic spells. Don't let your mages be disheartened.

Once your heavy melee characters have used their feeble MP supplies, line up tandem attacks as best you can. Trying for two or three melee attacks in a row against a double Sapped Lleviathan works wonders for ending the battle quickly.

After you have defeated the Lleviathan, talk to Jona and the others. The group returns to town. You also get a fygg for your hard work. Search the town for any quests that interest you. When you're done, investigate the ferry. It wasn't running when you first arrived in town, but now it's good to go. It's time to examine uncharted territory.



Talk to the sailor in the center of town. He's standing on his ship, so it's quite easy to find him. The ferry takes your party across the channel. You arrive in Slurry Quay, ready to take on The Lost Stonemason (default) or Marion Bloome's Secret.

The Lost Stonemason

Slurry Quay

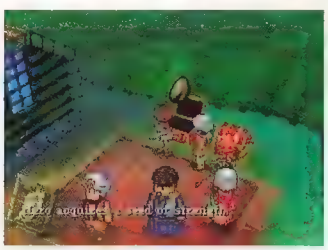
SLURRY QUAY ITEM SHOP

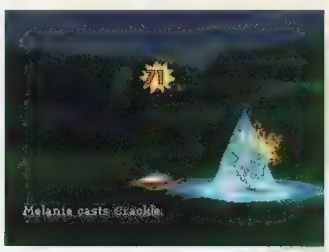
ITEM	COST (GOLD PIECES)
Medicinal herb	8
Antidotal herb	10
Moonwort bulb	30
Chimaera wing	25
Evac-u-bell	28
Holy water	40
Magic water	500
Fur hood	550
Pointy hat	840
Tortoiseshell	1550
Robe of serenity	950
Silver bracelets	540
Rubber gloves	370
Boomer briefs	420
Fishnet stockings	800
Wellington boots	330
Galvanised geta	560
Bow tie	1600

NOT MUCH TOURISM AROUND HERE

Move through Slurry Quay at high speed; the place barely warrants a spot on the map. Sleep if you need to, but it's probably unlikely that your party needs much rest. Search the red chest behind the item merchant on your way out of town. Afterward, follow the road that winds southeast.

The monsters in this area are great for characters with area-of-effect attacks. Mages clean up the groups with three or more enemies without much time investment. Money comes in nicely, and it's not hard to farm for ingredients if you need anything that drops here.





RECOMMENDED LEVEL: 18 TO START (18 TO PROCEED)

ITEMS OF IMPORTANCE

- Seed of strength (in a chest behind the item shop)
- Agility ring (in another chest behind the item shop; requires thief's key to unlock)

OBJECTIVE LIST

- Rest and shop in town, if needed, and then head into the wilderness
- Travel along the road to the southeast and look for the town of Dourbridge

MONSTERS IN THIS AREA (SLURRY COAST)

067 BEWAREWOLF — HP: 87 XP: 225 GOLD: 98G PG: 263

058 KNOCKTOPUS — HP: 75 XP: 162 GOLD: 64G PG: 262

065 BUD BROTHER — HP: 65 XP: 100 GOLD: 62G PG: 263

062 MORTOAD — HP: 140 XP: 290 GOLD: 90G PG: 262

059 CHIMAERA — HP: 75 XP: 180 GOLD: 89G PG: 262

066 SPINCHILLA — HP: 126 XP: 300 GOLD: 112G PG: 263

107 CRABBER DABBER DOO — HP: 112 XP: 670 GOLD: 118G PG: 268

064 ZUMEANIE — HP: 85 XP: 212 GOLD: 104G PG: 263

063 DREAD ADMIRAL — HP: 76 XP: 192 GOLD: 80G PG: 262

Dourbridge

RECOMMENDED LEVEL: 18 TO START (18 TO PROCEED)

ITEMS OF IMPORTANCE

- Seed of sorcery (inside Cap'n Meddlin's tent)
- Mini medal (inside Cap'n Meddlin's tent; requires the thief's key)

OBJECTIVE LIST

- Talk to the large man in the shack located in the upper right portion of the map, who then tells your party about selling a strange fruit
- Walk across the bridge in the center of town, where a strange, but familiar, apparition appears
- Finish any town chores and use the eastern exit to leave town

MONSTERS IN THIS AREA (DOURBRIDGE WILDERNESS)

067 BEWAREWOLF
HP: 87 XP: 225
GOLD: 98G PG: 263

068 CLAWCERER
HP: 75 XP: 212
GOLD: 104G PG: 263

063 DREAD ADMIRAL
HP: 76 XP: 192
GOLD: 80G PG: 262

069 RAMPAGE
HP: 100 XP: 224
GOLD: 114G PG: 263

057 RESTLESS ARMOUR
HP: 100 XP: 324
GOLD: 120G PG: 262

066 SPINCHILLA
HP: 126 XP: 300
GOLD: 112G PG: 263

074 TOXIC ZOMBIE
HP: 150 XP: 270
GOLD: 100G PG: 264

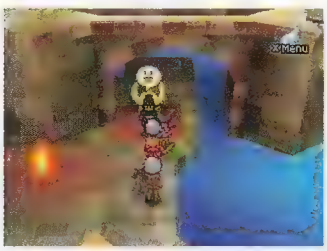
064 ZUMEANIE
HP: 85 XP: 212
GOLD: 104G PG: 263

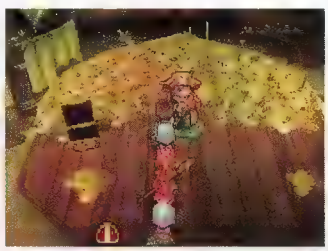
DOURBRIDGE! SISTER CITY TO TERSE CROSSING

Dourbridge is a place that you come back to from time to time, so get a good look around. The town priest is, well, how should we say this— He has some personal problems and won't be attending any of his own services. Instead, someone from the lower town takes care of the priestly duties if you need any help.

The inn is inexpensive but serviceable, and the stores have good merchandise—including some new weaponry. This is especially good if you haven't farmed enough materials to craft your own upgrades through alchemy.

Proceed to the right side of town and look for a large tent. Go in and meet the Cap'N. Cap'N Max is a mini medal collector. You won't have to labor over when to turn in medals in this iteration of the game; Max rewards you for various milestones automatically, so saving medals has no point.





Your very first turn in grants the thief's key. Use that to unlock the nearby chest and glean yet another **mini medal** before leaving.

There is a shack in the upper right part of the map. Talk to the large guy inside. He'll give you a good idea where to search for the next fygg. Afterward, climb up to the bridge that dominates the town (and gives the area its name). Walk to the center of the span to trigger a scene with an apparition. When that's finished, you can head east and leave town.

From there, take the road out and then turn south to enter the Lonely Plains.

WHERE IS THE SECRET SHOP?

You probably noticed that there is an extra shop here in Dourbridge. The problem is that it's both hidden and locked away. The door is on the underside of the bridge. Climb to the lower section of town, on the right. Press Ⓐ repeatedly while searching the northern side of the bridge wall. Soon enough, your hero finds a locked door. This becomes important later, but for now it's not a concern.

DOURBRIDGE ITEM SHOP

ITEM	COST (GOLD PIECES)
Medicinal herb	40
Antidotal herb	50
Moonwort bulb	150
Chimaera wing	125
Holy water	200
Angel bell	450

ITEM	COST (GOLD PIECES)
Magic water	2500
Slime earrings	2000
Gold bracer	1750
Gold ring	1100
Pink pearl	7500
Bow tie	8000

DOURBRIDGE WEAPON AND ARMOUR SHOP

ITEM	COST (GOLD PIECES)
Cautery sword	3000
Holy lance	2700
Poison needle	1900
Stolos' staff	3150
Snakeskin whip	2500
Iron bar	2300
Sacred claws	3100
Foehn fan	3200
Light shield	1250

ITEM	COST (GOLD PIECES)
Iron helmet	1100
Thief's turban	1500
Heavy armour	3600
Plain dress	1600
Wayfarer's gloves	660
Lockpicker's mitts	800
Blue jeans	1350
Denim skirt	1380
Bandit boots	1200

DOURBRIDGE SECRET SHOP

ITEM	COST (GOLD PIECES)
Headsman's axe	28800
Marauder's maul	21500
Cheiron's bow	22400
Power shield	17000
Boss shield	27000
Bunny ears	1120
Cat ears	1150
Maid's mop	18000
Jaguarment	25500

ITEM	COST (GOLD PIECES)
Bunny suit	3550
Dangerous bikini top	13800
Maid outfit	18000
Heavy handwear	1900
Fishnet stockings	800
Pop socks	680
Dangerous midriff wrap	11400
Sturdy slacks	12500
High heels	220

The Lonely Plains

LOOKING FOR FRIENDS IN THE LONELY PLAINS

Old Man Mason has a cabin out here, somewhere south of a place called Zere Rocks. Look for a white circle on the map; it's not too far off the road. Take your party to that area. You won't find Mason yet, but his cabin is there.

Go inside, read the guy's diary, and then search the nearby pots and bookcases to get some minor items (and to learn a few new recipes). Then, exit the cabin and take the path north to follow in Mason's footsteps.

RECOMMENDED LEVEL: 18 TO START (18 TO PROCEED)

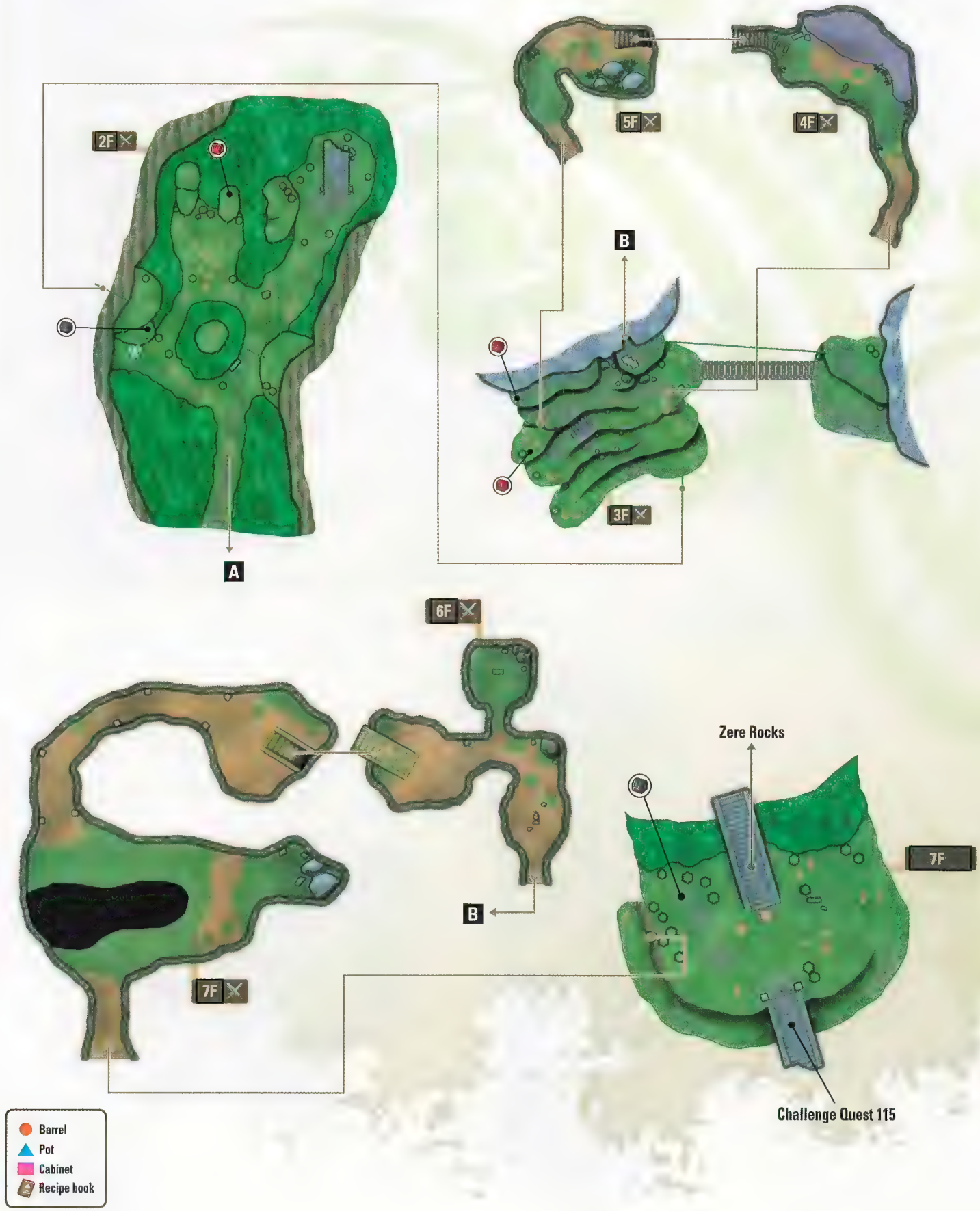
OBJECTIVE LIST

- Search for Mason's cabin in the Lonely Plains
- Enter Mason's cabin and read his diary
- Head north to Zere Rocks

MONSTERS IN THIS AREA

070 BEAKON	HP: 65	XP: 153	GOLD: 78G PG: 263
057 RESTLESS ARMOUR	HP: 100	XP: 324	GOLD: 120G PG: 262
068 CLAWCERER	HP: 75	XP: 212	GOLD: 104G PG: 263
074 TOXIC ZOMBIE	HP: 150	XP: 270	GOLD: 100G PG: 264
071 MAD MOAI	HP: 125	XP: 350	GOLD: 120G PG: 263
072 TRIGERTAUR	HP: 100	XP: 350	GOLD: 136G PG: 264
069 RAMPAGE	HP: 100	XP: 224	GOLD: 114G PG: 263

The Heights of Loneliness


2F
5F
4F
B
3F
A
6F
B
7F
Zere Rocks
7F
Challenge Quest 115
Barrel
Pot
Cabinet
Recipe book

RECOMMENDED LEVEL: 18 TO START (20 TO PROCEED)

ITEMS OF IMPORTANCE

- Mini medal (left side of L1)
- Seed of deftness (upper left side of L2)
- Mini medal (upper left side of L3)
- Bag of kitty litter (left side of L3, reached through the tunnels)

OBJECTIVE LIST

- Climb the mountain, learning more about Mason's state of mind as you do so. Zere Rocks is at the summit

MONSTERS IN THIS AREA

073 GRINADE	HP: 75	XP: 288	GOLD: 86G PG: 264
078 STONE GOLEM	HP: 156	XP: 400	GOLD: 126G PG: 264
076 HOCUS CHIMAERA	HP: 80	XP: 288	GOLD: 126G PG: 264
074 TOXIC ZOMBIE	HP: 150	XP: 270	GOLD: 100G PG: 264
071 MAD MOAI	HP: 125	XP: 350	GOLD: 120G PG: 263
077 TREEFACE	HP: 95	XP: 315	GOLD: 102G PG: 264
075 METAL SLIME KNIGHT	HP: 46	XP: 305	GOLD: 82G PG: 264

MOVING ON UP

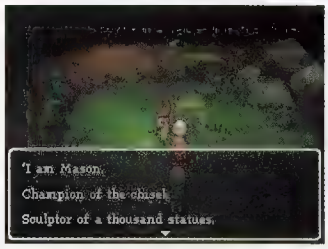
This region has many floors, but they are all quite short. Additionally, the monsters are very easy here if you were able to afford weapon upgrades back in Dourbridge. Experience comes in very easily, though not in extreme numbers.

While you're moving through, keep an eye out for the modest treasure in the Heights of Loneliness. This place won't win awards for having the best loot, so it isn't worth returning to often—unless you're working on a quest (such as the ranger's task to kill hocus chimaeras).

Enter the area and say hello to Odval, the ranger, as you pass. The first level with monsters immediately follows. Search the left side of that room for a chest with a **mini medal**. Climb back down afterward and take the other way around the simple circuit.

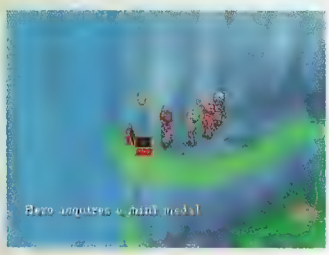
POOR MASON

Mason has left a number of inscriptions around the Heights of Loneliness, which give you an idea of what the guy has been going through. He's clearly a master artisan, but life doesn't seem to have much joy for him.



Climb to the next level at the top of the cave, where more chests are located above. Search along the left side of floor two. There are several pots beneath a blue chest. After getting those, look in the upper left for a red chest (with a **seed of deftness**). After obtaining that item, use the other set of vines in that area to climb all the way up to a ledge. There are suspended vines running across the level. Use these to go all the way right, down, and then left to proceed.

The third floor has more loot. The first cave you reach leads to one chest, although you have to rush through a small network of caves to reach the far end and loot it. That chest holds a **bag of kitty litter**, just what you always wanted. Once you're back at the cave entrance, search up and left to find another **mini medal**. Take the bridge to the right, climb another vine, and head back to the left to advance.



Everything is linear in the dungeon after that. Two small caves follow. The first contains a stone marker that practically has Mason's own eulogy on it. Not a good sign, eh? Pick up your pace and get back into the open at the top.

Search a final blue chest before leaving the area. Then, look at the bridge at the bottom of L7. Find the wounded man there, who gives you a quest!

Additionally, you can examine Mason's last carving before leaving the area. What a pity.

THEY ARE LIKE THE BUZZING OF FLIES

None of the monsters in the Heights of Loneliness is a major threat. Metal slime knights are worth adequate experience, and they die quite quickly if your party has decent melee skills.

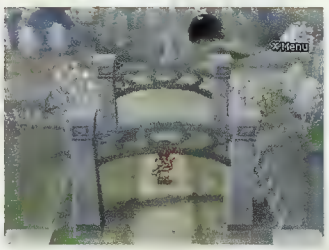
Hocus chimaeras are fast as lightning, but they usually opt for medium-to-low damage melee attacks. It's nothing your group can't walk right through.

Stone golems, mad moais, and treefaces are big targets, yet still their damage is low enough to shrug off. Go for full damage during battle rounds and only heal after battles. This keeps your damage at its maximum and leads to very efficient fighting (you won't use many MPs).

Zere Rocks

OBJECTIVE LIST
Go to Petra's house, in the top right side of town
Talk to the slime in Petra's house before you leave
MONSTERS IN THIS AREA
263 GARTH GOYLE
HP: 1054 XP: 4134
GOLD: 1250G PG: 288

THE WHOLE VILLAGE IS STONED



Mason recreated the entire village of Zere using stone and his amazing gift for detail. It's a beautiful piece of work. Look around if you wish, and then go to Petra's house, located at the back right side of town.

Getting Ready for the Other Shoe to Drop

If your group is light on healing power, distribute medicine or medicinal herbs to each party member right now. It'll come in handy quite soon.

Also, consider Zooming back to a town to rest and replenish your resources. Using Zoom, your party can return to Zere Rocks at any time. That's rather convenient!

Heal your party fully, just in case anything happens. Search the building and talk to the slime inside. As you finish, a large monster's approach interrupts the group. Go outside to face the new enemy.

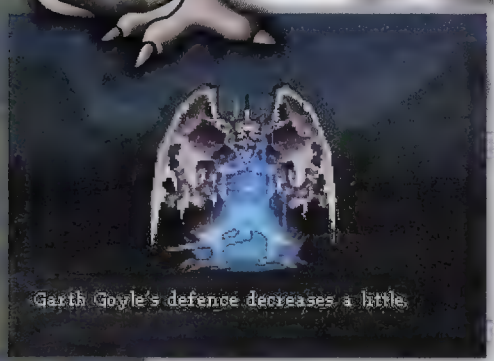
GARTH GOYLE

263	GARTH GOYLE
	HP: 1054 XP: 4134
	GOLD: 1250G PG: 288

We're back into the rough bosses. Garth Goyle was upset that the last couple of enemies ignored raw, physical damage. He's going to make up for that. This guy uses brute force to get things done.

Parties with strong healing, high HPs, and good buff spells can wade through this encounter. High damage groups or those that lean heavily on magical damage will have the hardest time.

Garth, as he likes to be called by his friends, double attacks and usually sticks to standard melee or a souped-up attack and some type of augmentation spell. He can improve his magic resistance or raise his tension. The latter is especially nasty because it improves even his area of effect attack.



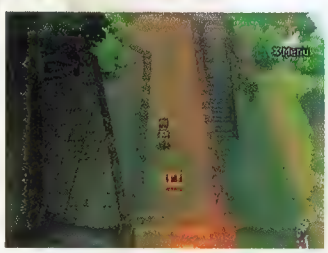
Speaking of which, Garth has only one area of effect, called Ground Pound. It normally inflicts trivial damage, but when his tension gets up to 20, it can hurt your party badly, especially if healing is already getting tricky.

If (or when) your party falls behind on healing, consider a medical round. Have healers Heal and let all non-healers use herbs or medicine to restore themselves. This somewhat resets the clock on the fight and gives you the time you need. That's not usually necessary in earlier boss battles, but Garth Goyle gets lucky sometimes and puts a lot of damage on people in a short span.

Mages do awful damage in this fight, so it's best to keep them on Sap/Acceleratle duty.

At the end of the day, Garth falls into rubble. Party on.

After recovering from the fight, look around town. A ghost was watching the encounter, and the spirit descends into a cellar. Follow him and talk to the old guy. After the scene completes, your hero gets another fygg.



You're done here. It's time to turn your eyes toward Bloomingdale.

Marion Bloome's Secret

The Trip to Bloomingdale

ON THE ROAD

Grab more gold while you're walking toward Bloomingdale. The path leads south through the Lonely Plains and into the wilderness outside the next town. Bloomingdale's wilderness holds a number of exciting targets. Large slime groups try to bind together and form king slimes—those are fun to fight! Scarewolves are usually located in the northern part of the map; they're good if you're working on the level 15 martial artist quest.

Bloomingdale

RECOMMENDED LEVEL: 10 TO START (21 TO PROCEED)

OBJECTIVE LIST

- Enter the Bloomingdale wilderness by walking south through the Lonely Plains
- Turn west when you enter Bloomingdale and follow the road until you reach the town

MONSTERS IN THIS AREA

093 AXOLHOTL	HP: 92 XP: 360 GOLD: 104G PG: 266	081 SCAREWOLF	HP: 102 XP: 325 GOLD: 126G PG: 265
082 BIG BADBOON	HP: 147 XP: 420 GOLD: 96G PG: 265	001 SLIME	HP: 8 XP: 2 GOLD: 4G PG: 255
079 GUM SHIELD	HP: 80 XP: 226 GOLD: 108G PG: 264	078 STONE GOLEM	HP: 156 XP: 400 GOLD: 126G PG: 264
090 KING SLIME	HP: 245 XP: 600 GOLD: 164G PG: 266	072 TRIGERTAUR	HP: 100 XP: 350 GOLD: 136G PG: 264
080 PINK SANGUINI	HP: 85 XP: 236 GOLD: 112G PG: 265		

ITEMS OF IMPORTANCE

- Mayoress's mittens (inside the town well, behind a locked door)
- Magical robes (behind a locked door, 2F of Ms. Bloome's mansion)
- Mini medal (inside the locked building down at the harbor; come back later in the game to unlock this)
- 1,500 gold coins (inside a red chest, 2F of Ms. Bloome's mansion)
- Strength ring (inside a locked chest, 2F of Ms. Bloome's mansion)

OBJECTIVE LIST

- Talk to the woman when you first enter the town; she'll mention the ship that is docked at the town's harbor
- Go down to the dock, on the left side of town, and talk to the man in front of the ship, who tells you how to get in and see Ms. Bloome (owner of the mansion and the ship)
- Go to the top of the map and talk to the doorman in front of the mansion
- Meet Ms. Marion Bloome, in the first room on the right (first floor of the mansion)
- Talk to Ms. Bloome's old nanny; she lives in a house a tad to the left of the mansion
- Talk to Randolph the toymaker; he lives in the armour shop, near the church
- Go to the mansion with Randolph and watch the scene that ensues
- Interact with the ghost on the side of the room
- Go through the side door and examine the graves outside

While you're exploring, look in the southwest to steal a few sleeping hibiscus from a patch of flowers. Otherwise, just look for the main town and a cave to its north, which are the major points of interest here.

BLOOMINGDALE ITEM SHOP

ITEM	COST (GOLD PIECES)	ITEM	COST (GOLD PIECES)
Sleeping hibiscus	68	Softwort	95
Wakerobin	66	Chimaera wing	25
Medicinal herb	8	Evac-u-bell	28
Superior medicine	50	Holy water	40
Antidotal herb	10	Angel bell	90
Moonwort bulb	30	Magic water	500

BLOOMINGDALE WEAPON SHOP

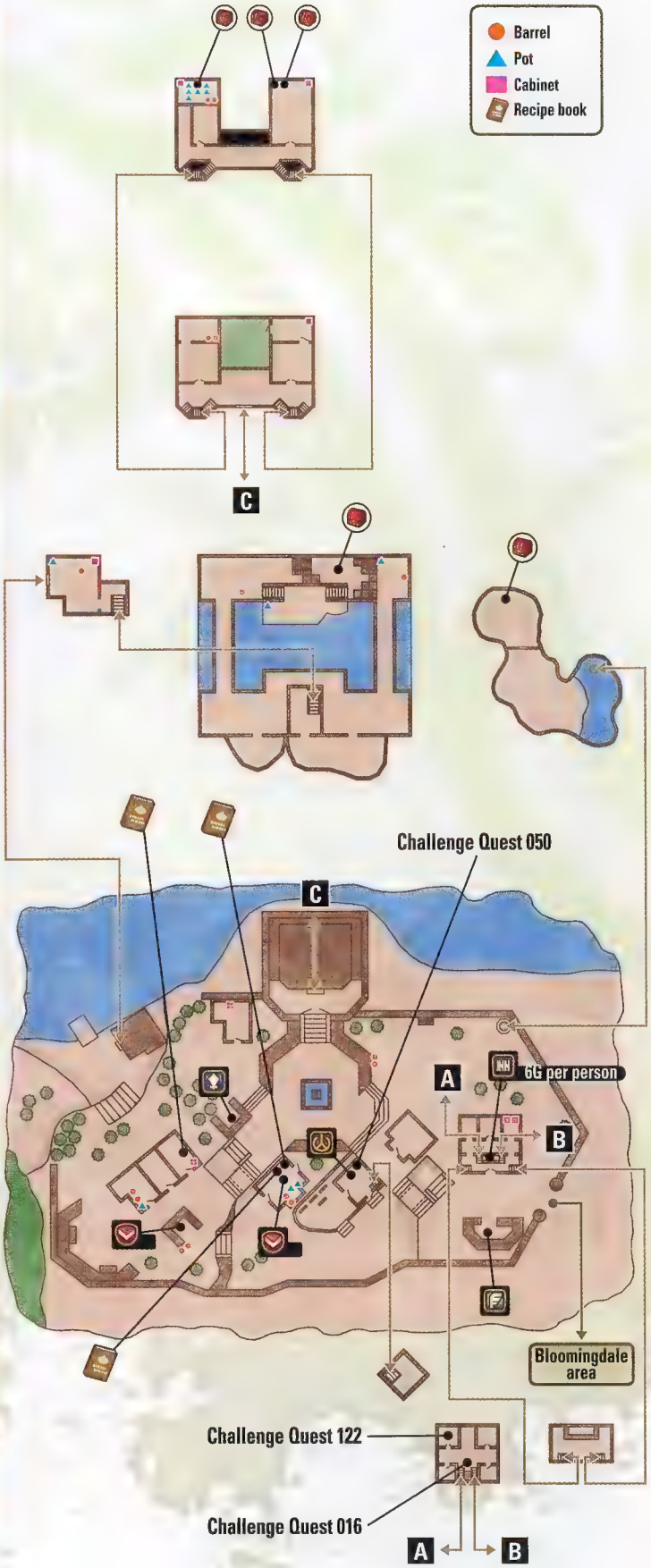
ITEM	COST (GOLD PIECES)	ITEM	COST (GOLD PIECES)
Cautery sword	3000	Snakeskin whip	2500
Platinum sword	4500	Chain whip	3700
Holy lance	2700	Iron bar	2300
Battle fork	3900	Pillar of strength	3400
Poison needle	1900	Sacred claws	3100
Deadly nightblade	2900	Crow's claws	4800
Falcon knife earring	15800	Foehn fan	3200
Stolos' staff	3150	Tortoiseshell fan	4900
Watermaul wand	4700	Edged boomerang	2750

BLOOMINGDALE OUTDOOR ARMOUR SHOP

ITEM	COST (GOLD PIECES)	ITEM	COST (GOLD PIECES)
Light shield	1250	Tussler's top	3400
Platinum shield	3200	Smart suit	2300
Iron mask	2100	Spangled dress	2500
Warrior's helm	3000	Best vest	2000
Feather headband	1450	Warrior's gloves	950
Circlet	980	Snazzy skirt	1200
Cat ears	1150	Loud trousers	1480
Heavy armour	3600	Warrior's trousers	1550
Silver mail	4000	Tussler's trousers	1500

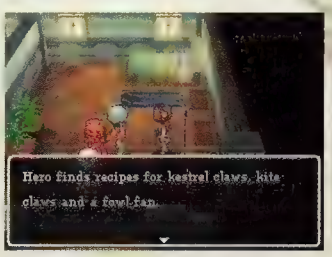
BLOOMINGDALE INDOOR ARMOUR SHOP

ITEM	COST (GOLD PIECES)	ITEM	COST (GOLD PIECES)
Warrior's boots	1300	Hip boots	2300
Femiscyran footwear	1400	Saintly sollerets	2600
Frugal footwear	1500	Sheepskin shoes	1250
Wizard wellies	1380	Siren sandals	1300
Acroboots	1600	Starlet sandals	1450
Cowboy boots	2150	Kung fu shoes	1550



HOME OF THE FAMOUS BLOOME FAMILY

As soon as you come into Bloomingdale, your party can see that there are stores everywhere. There is plenty to do before you move on. Look at the four shops and see if you want to spend any of your well-earned money from the road. After that, save and rest. There are several recipes you can find in town, on various bookshelves. Grab these from the armor shop and the small building on the left side of town.

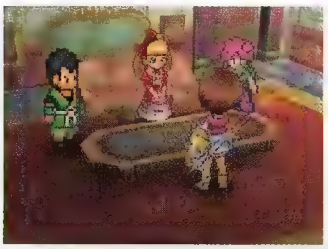


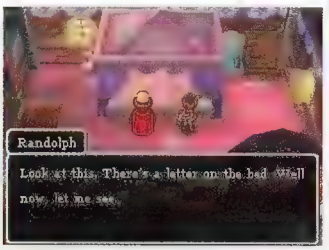
Now you're ready to get that ship. How to go about doing that? Talk to the woman at the town entrance. She explains that the ship is the pride of the community, and tells you it's owned by the sole surviving relative of the Bloome family.

Go over to the harbor and look at the ship. An old man won't let you aboard. He seems like a decent guy, but he says that the ship is owned by Ms. Bloome and that you have to talk to her before taking any liberties with the vessel.

Walk up to the mansion and ask to be let inside. The doorman assents, and your party can enter. Look for Ms. Bloome on the right side of the building. She's having an audience with several well wishers.

Your party causes a bit of a stir, and you can't get permission to take the boat. Leave the building after the ruckus and go into the small house to the left. Ms. Bloome's old nanny is inside. Talk to her, then go down to the armor shop (the one next to the church).





Randolph the toymaker used to have his shop here, but he has since retired. Now his son owns the place and sells various types of footwear. Talk to Randolph, and he'll go up to the mansion with your party.

Your group finds a note in Ms. Bloome's room. Randolph rushes off after seeing it. Don't go with him. Instead, talk to the spirit on the side of the chamber. Follow her out into the private side yard and read the inscriptions on the graves there.

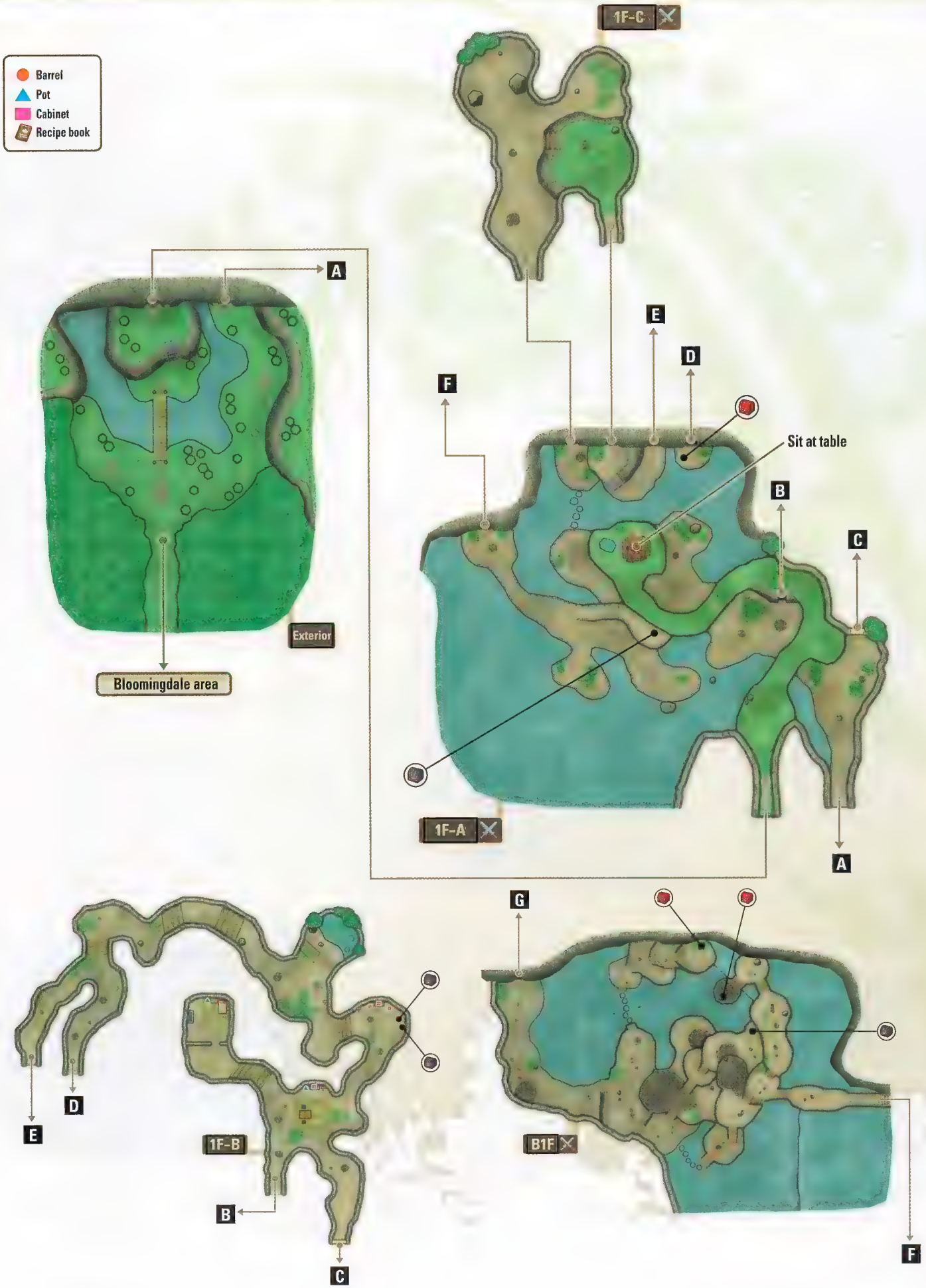
Now you're ready to go to the Bad Cave, a dungeon north of town.

The Bad Cave

YOU STEP INTO THE BAD CAVE, AND THEY'LL BLUDGEON YOU

The Bad Cave is in the forest to the north. Have your party approach and enter the complex. As your party walks toward the cave, you should notice that there are two ways to enter. Both are labeled. The one on the left is for inquiries. The one on the right is pretty much a dead end for now, so don't worry about it.

Go through the left entrance into L1. Your party spots the kidnappers, and the good news is that they don't seem too dangerous. Not much farther along is a table with a welcoming chair. Go ahead and sit down; the kidnappers soon come to you.


Barrel
Pot
Cabinet
Recipe book
1F-C
A
E
D
F
Sit at table
B
C
Exterior
Bloomingdale area
1F-A
A
G
E
D
1F-B
B
C
B1F
F

RECOMMENDED LEVEL: 21 TO START (24 TO PROCEED)

ITEMS OF IMPORTANCE

- Hephaestus' flame (top of L1)
- Mini medal (top of B1)
- 1,700 gold coins (top of B1, left of the last chest)

OBJECTIVE LIST

- Use the left entrance as you proceed into the Bad Cave
- Read the signs as you walk forward, watch the scene with the local miscreants, and then sit down at the table ahead for a meeting
- Climb down the ladder after the meeting ends and make your way through the dungeon
- Heal and then fight Tyrantula at the end of the dungeon
- Return to Bloomingdale

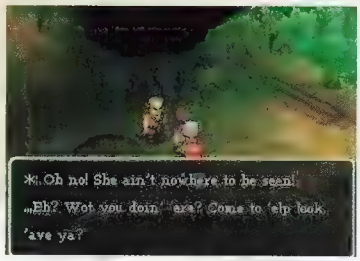
MONSTERS IN THIS AREA

204 CANNIBOX	HP: 187	XP: 960	GOLD: 210G PG: 280
088 RIPTIDE	HP: 102	XP: 540	GOLD: 156G PG: 266
087 HUNTER MECH	HP: 95	XP: 450	GOLD: 144G PG: 265
084 SHAMAN	HP: 90	XP: 290	GOLD: 134G PG: 265
083 MEDISLIME	HP: 82	XP: 300	GOLD: 110G PG: 265
085 WEAKEN BEAKON	HP: 78	XP: 266	GOLD: 88G PG: 265
089 METAL MEDLEY	HP: 6	XP: 12288	GOLD: 60G PG: 266
264 TYRANTULA	HP: 1098	XP: 5231	GOLD: 1500G PG: 288
086 RAVING LUNATICK	HP: 85	XP: 310	GOLD: 98G PG: 265

Climb down the ladder beside the meeting table and go into the next cave; the entrance is on the right. Talk to one of the kidnappers in the next area and then unlock the door at the bottom of the map (you can now go back and forth using either entrance).

There are two blue chests and other searchable items in the upper portion of the cave. Additionally, you keep finding signs for EVERYTHING.

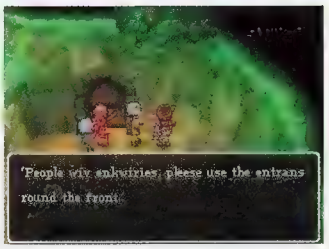
This criminal operation is not a major threat to civilization as we know it.



Take the northern caves around to the left side of the map. This terminates in two different exits. The one on the right only opens onto a tiny ledge. Go there first and open the red chest; this gets you a Hephaestus' flame. The second exit gets you on track to continue through the level. Toward the end of L1, find a single blue chest and open it before you descend to B1.

WHAT THE HECK ARE THEY SAYING?

You might not be up on your cockney, so it's best to point out a couple of things. "Oy" and "bird" are pretty well known. The first is a simple "hey," and the other means "girl." But some terms are a tad more difficult. "Have a butcher's" is short for saying "have a butcher's hook" or, when translated, "to have a look."



Thus, when someone tries to speak in cockney to you, the proper response is to back away slowly and look elsewhere. That's exactly what your party should do in this case.

Look in the middle of B1 for another blue chest. Keep searching from there. A red chest up top holds a **mini medal**. Left of that (approached from another angle) is another chest with **1,700 gold coins**.

Take the stairs down to B2. While your party heads up to the top, look for a side passage to the right. This area features a grave. Read the inscription, then head back to the main corridor. Search for a final blue chest by the exit.

TIME FOR SOME SERIOUS LEVELING

This dungeon has some of the best fights for beefing up your characters. The metal medleys that appear deeper in the area are ideal for fast leveling. If you can, get the Metal Slash sword ability for at least one of your characters; this ability makes a huge difference in these fights. Raise Agility for your party to further improve the odds of killing these guys before they ditch.

All the Experience You Need

Metal medleys are easy to find (unlike metal slimes in previous areas). This makes it possible to hunt somewhat exclusively for the medleys. If you need to bulk up your party, stay on B1 and hit the medleys until you've reached level 24+. This makes the boss fight of the dungeon much easier.

It's fun to do this while working on your thief job quest. That challenge sends you into this dungeon to steal from hunter mechs. These monsters appear on B1 as well, so you can mix up your metal medley hunting with something that's also productive.

The other monsters are somewhat taxing. Medislimes have solid healing, so they're a sensible enemy to kill quickly. Raving lunaticks are another healing monster, and they deal more damage (mostly by using Zam). Take them out quickly as well.

Hunter mechs and riptides deliver considerable damage. The hunter mechs hit solo characters fairly well; riptides have better area-of-effect damage.

CAUGHT IN A SPIDER'S WEB

Ms. Bloome is at the end of the line. Your party finds her in a dead end room, surrounded by debris. This is the best time to Heal; you probably know what's coming. Talk to Ms. Bloome and prepare for the worst.

TYRANTULA

264 TYRANTULA
HP: 1098 **XP:** 5231
GOLD: 1500G **PG: 288**

This terrifying arachnid is a double attacker that makes the most of his time. When he's not doing raw damage, he likes to hit individual members of the party with a wicked web; this causes the victim to lose his or her next turn. It's foul!

Tyrantula's weaker area of effect is called Wind Sickles. The ability does physical damage, so your heavier party members take less damage from it. That said, it still starts to tax your healers after a couple uses.

The nastier area of effect is called Venomissle. This attack isn't mitigated by your characters' Defense. The ability hits with full force, does high damage, and can cause poison, further dealing damage over subsequent rounds. You won't see it more than once or twice in the battle, but that's more than enough.

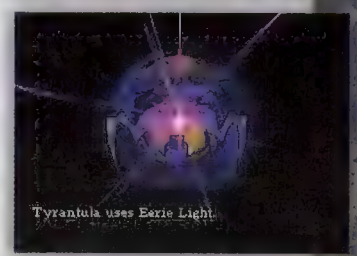
The Tyrantula uses Eerie Light to reduce your characters' resistance to debuffs. That makes other abilities more effective, including Wicked Web. There isn't much to be done about that.

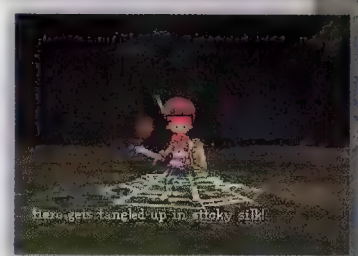
It's hard to take this fight on with only a single healer. Have medicine available for each character (in case one or more of your healers are disabled or need backup).

The most common cause of failure in this battle is poor leveling or equipment. This region has a number of potential upgrades, and a group that rushes through is consequently going to feel much weaker in this encounter.

Buff casters/healers to reduce the damage they take from melee attacks and Wind Sickles. Tyrantula won't use his melee very often, but Wind Sickles is a common attack.

Double Sap the boss (as always). If anyone has attack abilities that also heal (e.g., Miracle Slash), use them as often as possible.



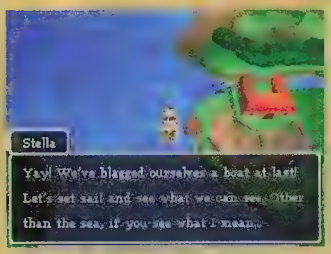


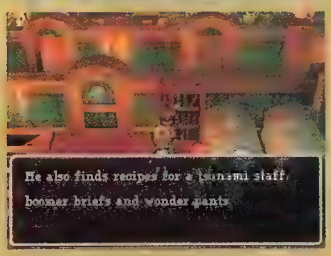
Beat Tyrantula down and return to Bloomingdale. Rest your weary bones, then go back to the Bloome estate. Your party finds a doll located out in the Bloome's garden. Inspect it. This is where you pick up another fygg!

Talk to the old man by the harbor. The Pride of Bloomingdale is now yours to command, leaving the full breadth of ocean travel at your disposal.

Desert Queen

MASTER OF THE HIGH SEAS


Stella
Yay! We've blagged ourselves a boat at last! Let's set sail and see what we can see. Other than the sea, if you see what I mean.



Your hero now has more choices than ever. With the Pride of Bloomingdale, it's easy to sail to almost any part of the world. You can explore, fight many new monsters, shop in exotic locales, and continue searching for the fyggs.

Because Gleeba is so close to Bloomingdale, it's discussed next in this walkthrough, but you shouldn't feel limited. If you want to search around, go ahead and have a great time.

One thing that people forget to do is to explore their own ship. There are many breakable pots to search, but that's only scratching the surface of your treasure. Look in the area below deck for some good seafaring recipes. Then, in the hold, there is a sealed cell. Once you have the ultimate key, you should open the cell to find a falcon blade and a seed of agility!

When you're done, Zoom back to Bloomingdale and resume following the walkthrough from there!

The Journey to Gleeba

WEALTH HIDDEN IN THE SANDS

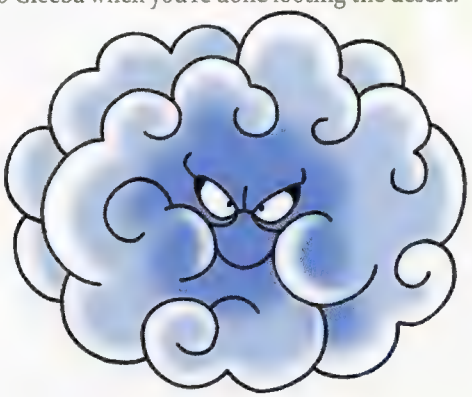
The bulk of the continent is run by parched peckerels (around the coastline) and the combination of axolhotls and power hammers deeper in. Many of these enemies are quick to attack, but your group is free to spend resources freely when fighting them. Gleeba isn't far away, so you can rest frequently.

Locate the valley in the southern end of the continent. This is where you're more likely to encounter gold golems (a superb source of currency). Also, look for a circle of stone in the valley that is worth searching; there are bolts of evencloth to be unearthed there.

If you want other goodies to search for, try the island to the northwest. There is plentiful kitty litter up there. There is also glass frit northeast of Gleeba (look for the dark, brown spot on the map).

Anyone who wants to build his or her supply of money quickly would do well to come here! Talk to the guards in the Gleeba barracks for a quest to kill fake gold golems. That repeatable quest makes your money runs even more effective!

Stroll into Gleeba when you're done looting the desert.



RECOMMENDED LEVEL: 24 TO START (24 TO PROCEED)

OBJECTIVE LIST

- Sail your ship north, around the top of the continent, then land on the large continent to the northeast, where desert covers most of the terrain
- Search the desert for a hidden jewel: the city of Gleeba

MONSTERS IN THIS AREA

093 AXOLHOTL	HP: 92	XP: 360	GOLD: 104G PG: 266
098 MUMMY	HP: 138	XP: 455	GOLD: 96G PG: 267
097 EXPLOAD	HP: 142	XP: 522	GOLD: 146G PG: 267
094 PARCHED PECKEREL	HP: 101	XP: 405	GOLD: 108G PG: 266
096 GOLD GOLEM	HP: 250	XP: 414	GOLD: 505G PG: 267
095 POWER HAMMER	HP: 110	XP: 450	GOLD: 168G PG: 266
076 HOCUS CHIMAERA	HP: 80	XP: 288	GOLD: 126G PG: 264

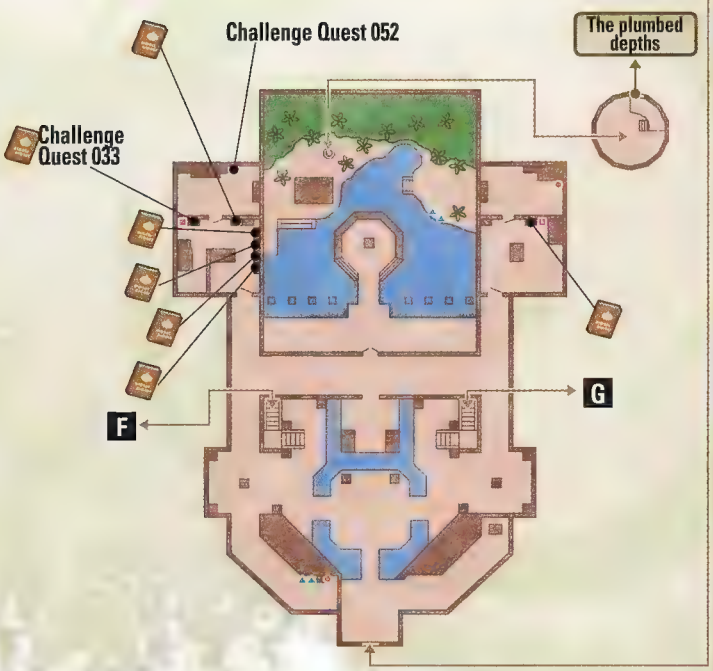
Gleeba

OBJECTIVE LIST

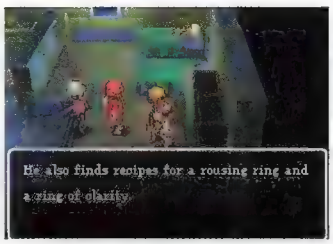
- Search, shop, save, and enjoy yourself
- Walk into the palace when you're done enjoying the city

THE OASIS CITY

This city has been carved out of the desert. An aquifer under the palace supplies the citizens with potable water, the reason why so many people survive in this parched land.



Barrel
Pot
Cabinet
Recipe book



Search the city for a recipe (in one of the smaller houses on the left), and upgrade your equipment. It takes an absurd amount of money to get by in this city. Farming for cash against the gold golems in the south is one of the only ways to get all of the weapons and armour that you'd like to have from these merchants.

Look for quests in the barracks and the dance hall, then approach the palace to the north when you want to advance the story.

GLEEBA ITEM SHOP

ITEM	COST (GOLD PIECES)	ITEM	COST (GOLD PIECES)
Medicinal herb	8	Evac-u-bell	28
Strong medicine	36	Holy water	40
Antidotal herb	10	Angel bell	90
Strong antidote	38	Magic water	500
Moonwort bulb	30	Pink pearl	1500
Chimaera wing	25	Bow tie	1600

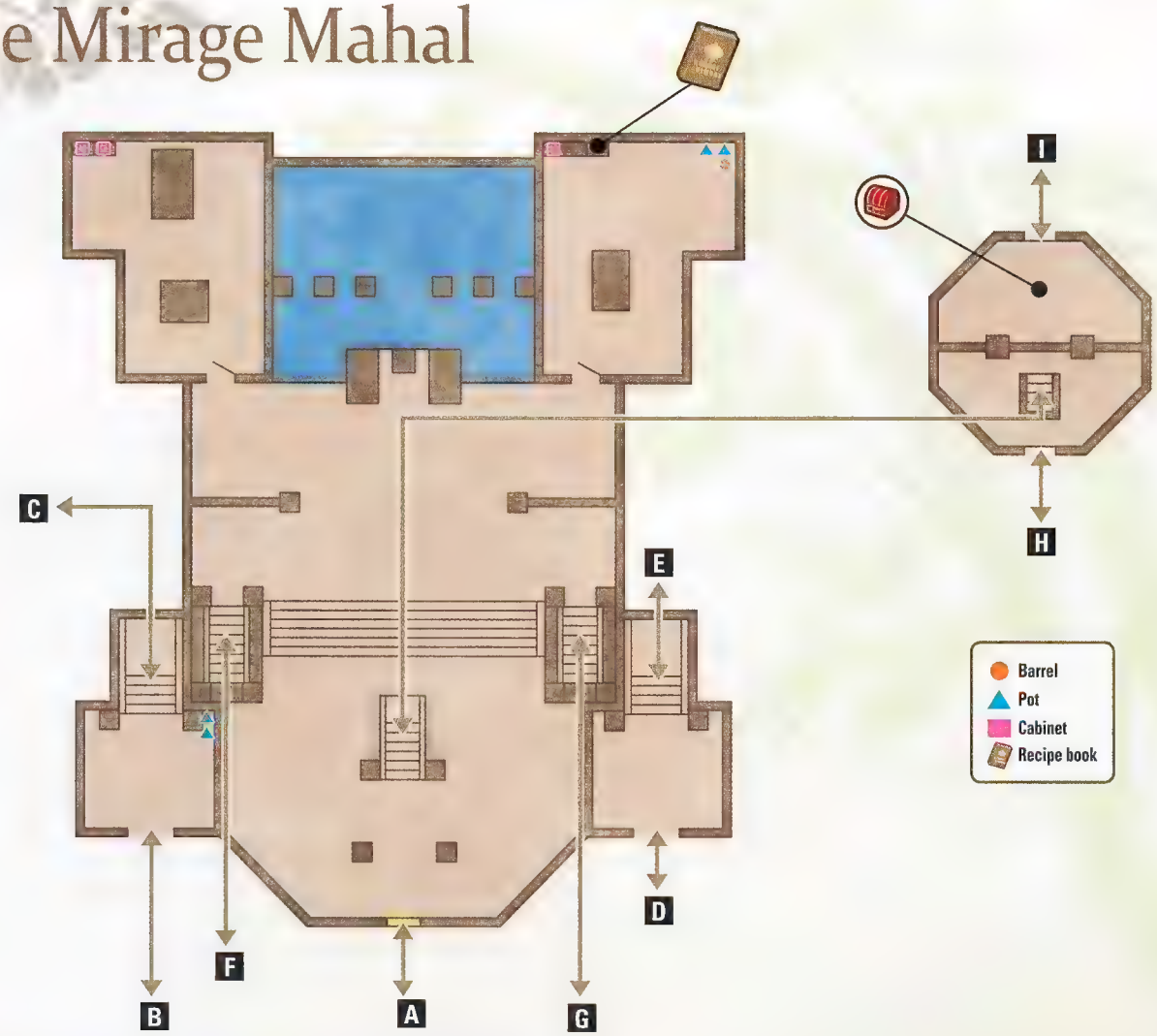
GLEEBA WEAPON SHOP

ITEM	COST (GOLD PIECES)	ITEM	COST (GOLD PIECES)
Platinum sword	4500	Iron whip	6000
Bandit blade	6300	Pillar of strength	3400
Battle fork	3900	Driller pillar	5300
Sandstorm spear	6600	Crow's claws	4800
Assassin's dagger	7000	Handrills	7600
Falcon knife earrings	15800	Fowl fan	5000
Watermaul wand	4700	Battle-axe	3900
Lightning staff	8100	War hammer	4600
Chain whip	3700	Crucerang	4300

GLEEBA ARMOUR SHOP

ITEM	COST (GOLD PIECES)	ITEM	COST (GOLD PIECES)
Magic shield	4000	Magical robes	3600
Platinum headgear	5500	Magic mittens	2400
Holy hat	2600	Fingerless gauntlets	1050
Tricky turban	2680	Gorgeous gloves	900
Disturbin' turban	2900	Wizard's trousers	1700
Musketeer hat	4200	Nicker's knickers	1820
Magic armour	5800	Swordsman's slacks	2700
Summer dress	4800	Red tights	2400
Velvet cape	3000	Sneakers	2400

The Mirage Mahal

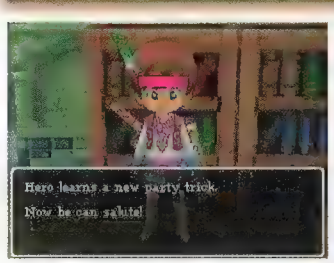


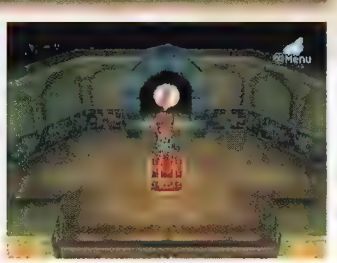
ITEMS OF IMPORTANCE

- Magic key (at the top of L3)

OBJECTIVE LIST

- Search the palace for myriad recipes
- Talk to the minister on the second floor





ONE WORD: HANDMAIDENS!

This castle is known the world around, so don't be afraid to gawk a little. Talk to the servants and find out what they think of their Queen. No one argues whether she's a beauty, but the monarch appears to have a few issues. No matter.

Take the corridor on the left to delve deeper into the palace. The library of Mirage Mahal contains many books on alchemical recipes. Go there as soon as you enter the palace, and read everything that you can find. Look for the good book entitled *The Great Waterworks of Aqeus the High Drator*. There is also a book called *Soldiering for Beginners*; read this to learn the Salute party trick. A final book on the left is titled *Flamenca: Legendary Lady of the Dance*, and grants a quest.

There is even more reading to do on the second floor. A book in the upper right is called *Learning to Live With Lizards*. How appropriate.

After your literary binge is over, talk to the minister in the center of the second floor. He thinks that he can get you an audience with Queen Voluptua. Agree to help find the Queen's missing pet lizard, and all will be set.

Climb to the third story of the palace and search the rear side of the tower. This is where your party picks up the **magic key**. Its importance cannot be overstated since the keys lets you open all locked colored doors. Nice!

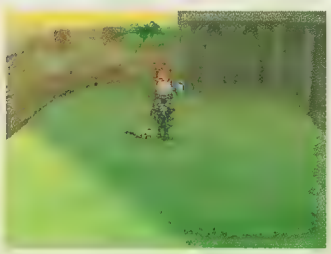
Try out Your New Toy

Sometime soon, Zoom back to Zere and look behind the inn. There is a magic door there that is almost entirely hidden from view. Your party can open this now that you own a magic key.

Locate a **mini medal** inside. It's pretty easy to miss this because your group passed it so long ago.

Climb back down to the first floor and talk to the woman who is patrolling the upper corridors. She'll tell your hero to clap if you think you've found the lizard's hiding spot. The noise should scare it out of hiding.

Leave the palace and look at the upper left side of the map. It's a fairly secluded spot. The guards don't let just anybody wander around the palace grounds. Maybe the lizard is hiding there.



Bind Clap to one of your party trick slots and then use the sound to find the lizard. He'll run around trying to stay away from you; keep to the middle of the area and wait for him to come close. Press Ⓐ quickly when your hero is near the lizard to snatch him up. Good work.

Take the pet back to the minister on the second floor. The minister is a man of his word; he'll see to it that you are granted an audience.

VOLUPTUA, QUEEN OF GLEEBA

Well, that WAS an audience. Or something. You still don't have the fygg you need, and now there is a chance that you're going to lose the fruit entirely. What to do?

Climb to the third floor and step outside. Talk to the fishing gentleman. He's older and seems to know a lot about the palace. He gives you an idea for how to reach the Queen's bath chamber. Approach the center of the pool nearby and press Ⓐ to descend. Be ready for a stylish entrance!

Drak, the little lizard from a moment ago, has an "interesting" change come over him. Afterward, the reptile heads off, and you're somewhat inclined to follow after him. Jump down the well on your party's left to proceed.

The Plumbed Depths

ALL'S WELL THAT BEGINS (IN A) WELL

Jump into the well from the Queen's bathing chamber and take the linear route into B1 of the plumbed depths. You'll come across breakable objects on the way, but they won't have any major loot.

Take the exit into the larger portion of B1. You can't go too far before you reach a set of stairs; they let your party into a private library. Talk to the spirit within and listen to his regrets. Then, read the books on the bookshelf to learn some new recipes!

Take the door that leads out of the library and search to the north to uncover a blue chest. Look for stairs that let your party descend into the water channels. The area is dry currently, so you won't need to worry about getting your boots dirty. Take the channels to the left side of the map to discover a red chest (with an **enchanted stone**).

Climb back up to the main floor and go up to the corner. The door in the upper left is locked, so you need to have a magic key to open it. If you didn't pick that key up when you were in the palace, you should now go back and get it (the magic key is on the third floor).

Unlock the door and go past a small row of jail rows. They are all locked and require the ultimate key to enter. One of the cells has a red chest with saint's ashes, a potent alchemy ingredient. Return here later in the game when you can open the cell and steal this valuable gift.

The exit at the other end of the jail takes your group into a graveyard of sorts. Some undead wander around, but you can avoid them fairly easily in the open spaces. Look at the top of the room for some **mythril ore** in a red chest.

Go all the way back to B1, where you left the private library. Take a small bridge right and then get back into the waterway via another tiny staircase. Walk to the top of the map; once there, climb a ladder to get over to the last staircase. This sounds complicated, but once you're looking at the map, it's very intuitive.

B2 has a number of barrels on the left side. That's about all you get for exploring that side of the level, so it's usually better to turn right as soon as you come down the stairs.

Follow the only route available after that until you find the stairs that allow your group access into the waterway. Go through the archway to the southeast (it's rather hard to see, but trust that it's there). Then, look on the right side of the channel. There are two blue chests in a cubby. Get their contents.

Come back to the main portion of the tunnel and make your way up. The red chest on the left holds a **mini medal**. Take that and go to the very top of the area. Don't climb down the ladder you find; instead, go past that and get the last chest in the dungeon. This one contains a **magic shield**.

RECOMMENDED LEVEL: 24 TO START (26 TO PROCEED)

ITEMS OF IMPORTANCE

- Enchanted stone (in the lower ground of B1, inside the channels)
- Saint's ashes (through a locked door in northern B1, requires the ultimate key)
- Mythril ore (at the top of the graveyard in B2)
- Mini medal (in the upper left side of B2)
- Magic shield (at the very top of B2)

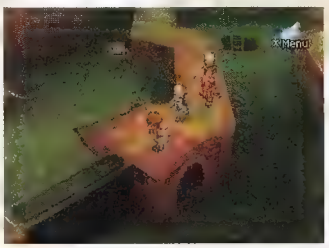
OBJECTIVE LIST

- Descend to the bottom of the plumbed depths
- Fight the Grand Lizzier and then collect your next fygg

MONSTERS IN THIS AREA

099 ADMIRER	HP: 120	XP: 440	GOLD: 168G PG: 267
103 MANGUINI	HP: 108	XP: 477	GOLD: 126G PG: 267
204 CANNIBOX	HP: 187	XP: 960	GOLD: 210G PG: 280
098 MUMMY	HP: 138	XP: 455	GOLD: 96G PG: 267
101 DIETHON	HP: 109	XP: 432	GOLD: 110G PG: 267
102 PURRESTIDIGITATOR	HP: 96	XP: 423	GOLD: 126G PG: 267
111 GHOUL	HP: 162	XP: 760	GOLD: 124G PG: 268
265 GRAND LIZZIER	HP: 1276	XP: 6200	GOLD: 1750G PG: 288
100 LESIONNAIRE	HP: 99	XP: 410	GOLD: 100G PG: 267

Heal your party to full strength when you reach B3. A voice is heard in the distance. It's not asking for help. Does one usually have to demand help? Regardless, lead your group to the back of the area and confront the boss.



THEY GROW 'EM BIG DOWN HERE

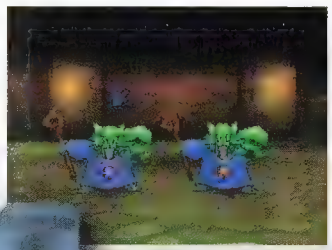
Admirers are a fun target while you're down in the depths. These slimes aren't too hard to kill, and they're worth a fair amount of experience/gold. Their claim to fame is Blunt, an Attack debuff spell that would only make a big difference in longer battles. Kill admirers with impunity.

Purrestidigitators deal a massive amount of damage if they get lucky. Kill them before going after more predictable enemies. Admit it yourself; they really do have a good name. In a world filled with puns, these mages are the cat's meow.

Lesionnaires are nobodies, just rank and file troops. Ignore them if there are more deadly opponents. The same should be said for manguini.

Diethons are foul. Their area of effect poison won't kill off your party, but it is positively annoying. Take them out on principle alone, and to save on wasted MPs casting Squelch every battle.

Mummies are required for several quests. Their grubby bandages are needed back in town, and these items also serve well for alchemical recipes. Kill and steal from mummies during every opportunity.

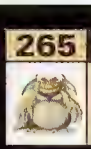


THE QUEEN SHOULD HAVE MONITORED HIS PROGRESS

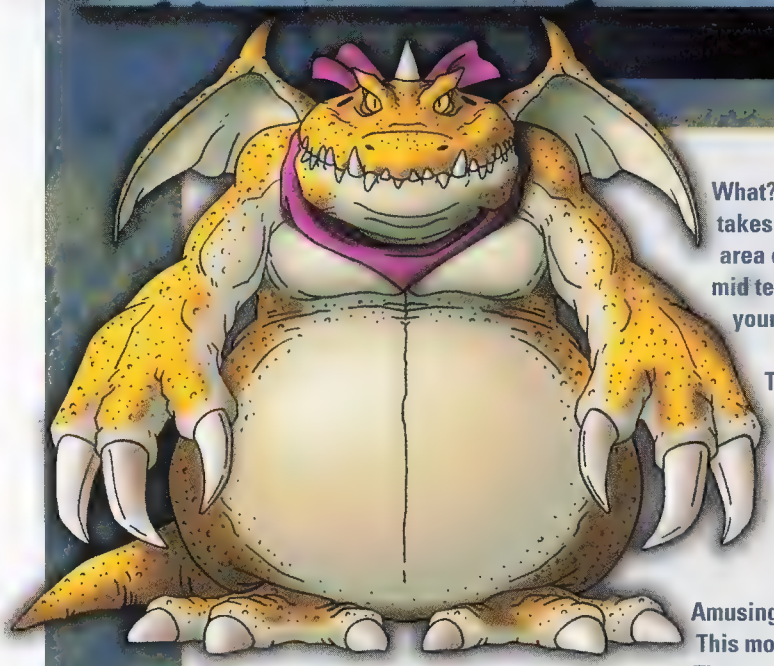
The Grand Lizzier is at the bottom of the dungeon. He's big, and he's deceptive. Most of the time, he is one of the easier bosses in the game. Don't fall for it! Though a safe boss to rip apart, the Grand Lizzier has a good trick up his sleeve that might catch the unwary.

The Grand Lizzier drops soon enough. Talk to him and to the Queen. After an extended scene, your hero gets another fygg. Go back up to the city, rest, and save. There's more to be done!

GRAND LIZZIER



265 GRAND LIZZIER
HP: 1276 XP: 6200
GOLD: 1750G PG: 288

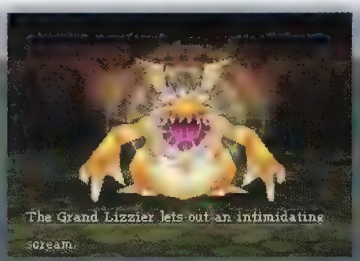


What? A single-attack boss, you say. And that's right. This guy only takes one action per round. His most common attack is a simple area of effect that unleashes fierce fire. The flames range from the mid teens all the way up to the high 20s. It's nothing to fret about; your HPs should be getting quite substantial by now.

The Grand Lizzier also has an area of effect fear attack. That would be very mean if he could follow up on it, but his lack of a second action wastes any opportunity. Instead, he stops one or two of your characters from acting while the others beat on him. Essentially, these are free rounds.

Amusingly, it's the Lizzier's claw attack that warrants the most fear. This move is a single-target swipe that causes physical damage. That sounds fairly commonplace, but this isn't just trivial damage. Unless your characters stay near full health, it's very easy to lose someone when Claw hits home.

Even still, you won't see Claw very often. It's possible to finish the remainder of the fight with whatever three people you still have up and fighting. If you can heal everyone and keep them at high health (e.g., over 100 HPs), that's great. If you can't, pile on the damage and accept that you're likely to lose a character at some point.



Monster of the Plains

Leaving for Batsureg

NOW THIS IS A TALE, JUST SIT RIGHT THERE

Sail east from Gleeba's continent until you reach the southeastern tip of the next continent to the north (you can't miss it because it's HUGE). Disembark there, on the small beach. You're now in Hermany. Take the road northwest into the Urdus Marshland; there is also a road that leads north. This eventually heads up to Swinedimples Academy. You don't need to worry about that yet.

Continue northwest through the marshland; before long, your group finds the Iluugazar Plains. That's exactly what you wanted. The town in the center of this area is your destination; go there.

RECOMMENDED LEVEL: 26 TO START (27 TO PROCEED)

OBJECTIVE LIST

- Sail to the continent above Gleeba
- Disembark at the southeastern tip of the landmass
- Take your party northwest, through the Urdus Marshland, and into the Iluugazar Plains
- Look in the center of the plains for the town of Batsureg

MONSTERS IN THIS AREA (HERMANY)

107 CRABBER DABBER DOO	HP: 112	XP: 670	GOLD: 118G PG: 268
105 SCOURGETTE	HP: 96	XP: 500	GOLD: 130G PG: 268
104 MANDRAKE MAJOR	HP: 107	XP: 510	GOLD: 128G PG: 268
106 WYRTLE	HP: 105	XP: 600	GOLD: 116G PG: 268
103 MANGUINI	HP: 108	XP: 477	GOLD: 126G PG: 267

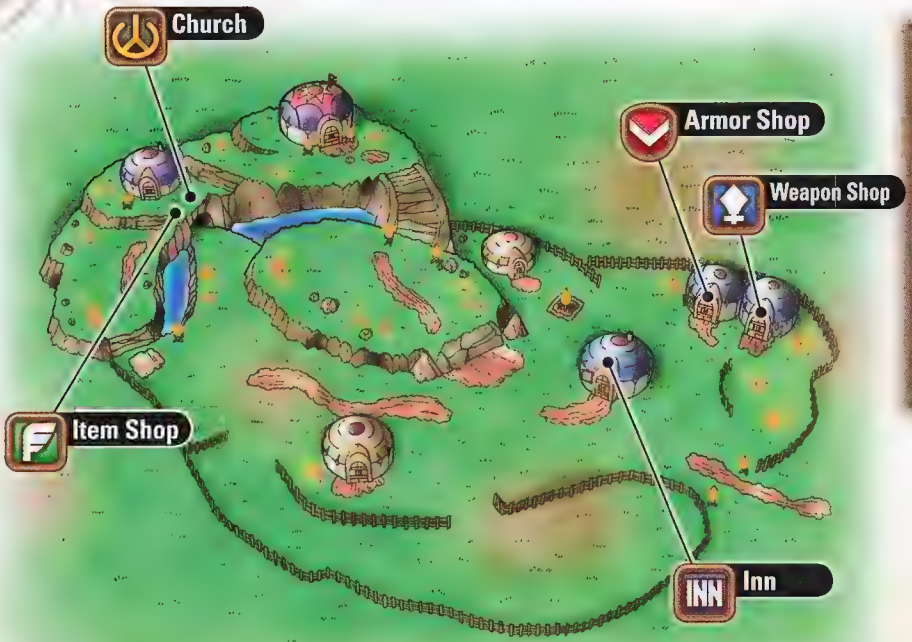
MONSTERS IN THIS AREA (URDUS MARSHLAND)

108 BADJA	HP: 105	XP: 570	GOLD: 144G PG: 268
104 MANDRAKE MAJOR	HP: 107	XP: 510	GOLD: 128G PG: 268
107 CRABBER DABBER DOO	HP: 112	XP: 670	GOLD: 118G PG: 268
110 TREEVIL	HP: 111	XP: 600	GOLD: 106G PG: 268
111 GHOUL	HP: 162	XP: 760	GOLD: 124G PG: 268
106 WYRTLE	HP: 105	XP: 600	GOLD: 116G PG: 268
109 GIDDY GASTROPOG	HP: 90	XP: 580	GOLD: 100G PG: 268

MONSTERS IN THIS AREA (ILUUGAZAR PLAINS)

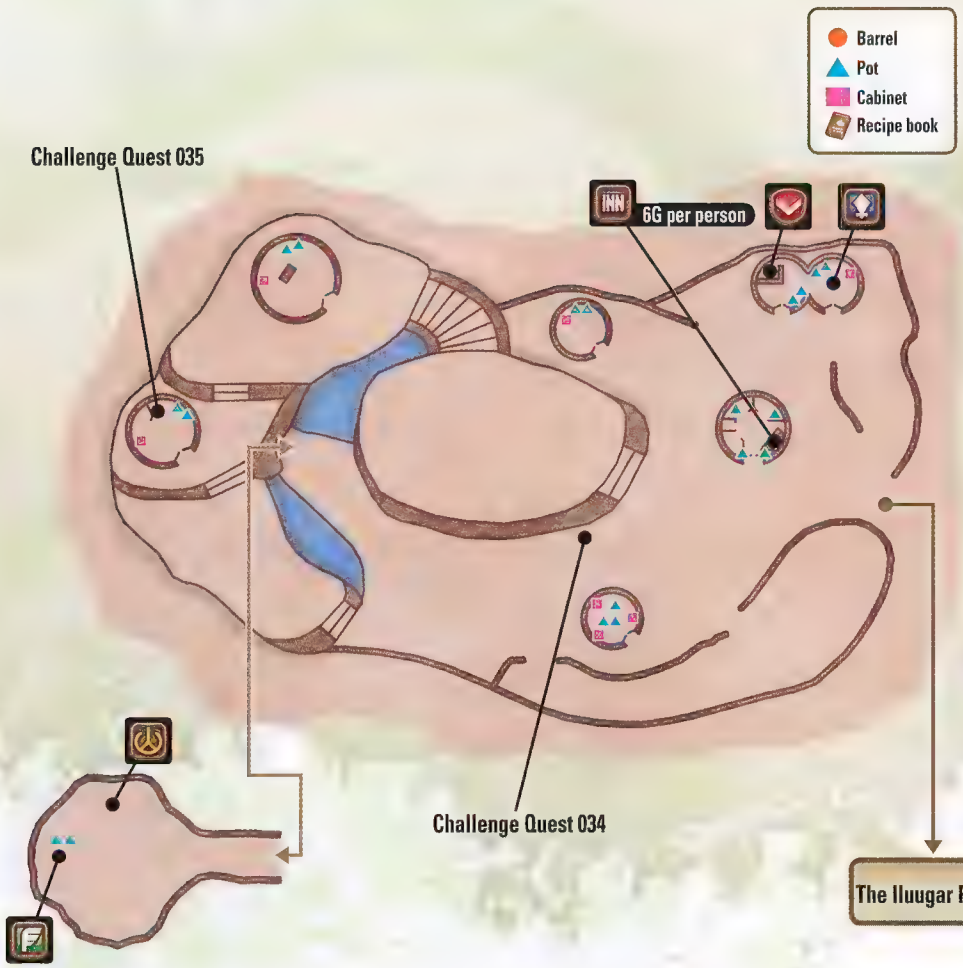
115 BATTERING RAM	HP: 105	XP: 600	GOLD: 108G PG: 269
112 ROBO-ROBIN	HP: 75	XP: 580	GOLD: 98G PG: 269
117 BRAINY BADBOON	HP: 150	XP: 800	GOLD: 108G PG: 269
116 ROCKBOMB	HP: 100	XP: 700	GOLD: 95G PG: 269
151 GOODYBAG	HP: 126	XP: 500	GOLD: 336G PG: 273
113 SWINOCEROS	HP: 120	XP: 610	GOLD: 102G PG: 269
114 PECKEREL	HP: 107	XP: 580	GOLD: 132G PG: 269
110 TREEVIL	HP: 111	XP: 600	GOLD: 106G PG: 268

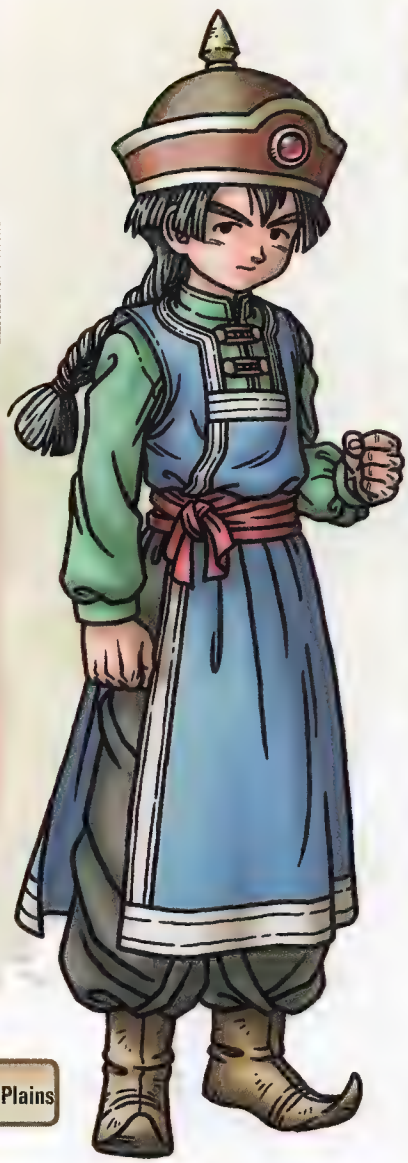
Batsureg



OBJECTIVE LIST

- Explore the town and then go to the tribe chief's yurt (the tent on the far left)
- Talk to the chief and then confront the monster that attacks
- Go into the wilderness and walk north to find a camp of hunters' yurts not far away

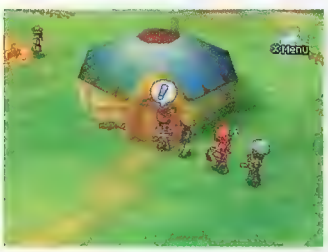




HAIL TO THE CHIEF

Batsureg looks like a small gathering of tents. There is little that would normally draw adventurers to this place. However, fierce and deadly monsters inhabit the plains surrounding Batsureg. The people of this community must have considerable guile and weapon prowess to be able to eke out a living here.

Go into the town and rest. It's probably been a long journey for your party, so a night's sleep won't hurt. After you've shopped around, go to the left side of the village and enter the tribe chief's yurt.



The chief and his advisor are waiting inside. She doesn't look like a suspicious type. Not at all! Talk to the chief and ask what he knows about magical fruits. It's surprising how few people seem confused by these questions.

The chief's son turns up part way through the discussion. Then, a creature strikes from outside. No one stands against the beast. Have your party leave the tent and fend off the creature. This impresses the chief, but he wants a few more favors before he'll help you get another fygg.

Leave town and go north, where you'll find Batzorig, the chief's son. Meet him and figure out what to do about the beast.

BATSUREG ITEM SHOP

ITEMS	COST (GOLD PIECES)	ITEMS	COST (GOLD PIECES)
Medicinal herb	8	Holy water	40
Strong medicine	36	Angel bell	90
Antidotal herb	10	Magic water	500
Moonwort bulb	30	Coagulant	90
Chimaera wing	25	Tangleweb	35
Evac-u-bell	28	Lambswool	180

BATSUREG WEAPON SHOP

ITEMS	COST (GOLD PIECES)	ITEMS	COST (GOLD PIECES)
Bandit blade	6300	Handrills	7600
Valkyrie sword	7700	Cobra fan	5200
Sandstorm spear	6600	Battle-axe	3900
Partisan	7100	War hammer	4600
Assassin's dagger	7000	Edged boomerang	2750
Lightning staff	8100	Crucerang	4300
Iron whip	6000	Razor-wing boomerang	9100
Driller pillar	5300	Hunter's bow	4900
Sleepy stick	8200	Potshot bow	9200

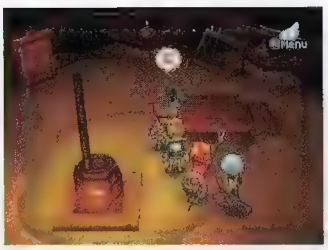
BATSUREG ARMOUR SHOP

ITEMS	COST (GOLD PIECES)	ITEMS	COST (GOLD PIECES)
Flame shield	5200	Fur vest	5800
Ice shield	5700	Femiscyran fingerwear	1900
Mail coif	4500	Archer's armguard	770
Hocus hat	2800	Blue skirt	1750
Hunter's hat	2200	Femiscyran bottoms	1450
Ear cosy	2400	Chainmail socks	2900
Battler's band	4050	Steppe steppers	2600
Femiscyran mail	6100	Green tights	2500
Strongsam	4100	Agiliboots	3100

Hunters' Yurts

OBJECTIVE LIST

- Go into the camp and look inside both tents; listen to the hunters and then talk to Batzorig privately as well
- Follow Batzorig north, away from the hunters' yurts



SHOW ME WHERE IT YURTS

The camp of hunters is only a moment outside of town. Head north until you see the tents and then enter the clearing. Approach the first tent in the area and listen in on the conversation that is unfolding. You're soon taken into the tent and can hear the remainder of the discussion.

Afterward, go to the other tent in the area and look inside. Batzorig is there; he'll say more (and less) about his feelings. Then, he leaves. Exit the camp and follow him north.

On the Hunt

RECOMMENDED LEVEL: 27 TO START (27 TO PROCEED)

OBJECTIVE LIST

- Travel west, toward the hills
- Enter the cave on the left side of the map
- Listen to the conversation that follows and then talk to a ghost at the back of the cave
- Leave the cave and walk all the way to the eastern exit of the region

MONSTERS IN THIS AREA

115 BATTERING RAM	HP: 105	XP: 600	GOLD: 108G PG: 269
116 ROCKBOMB	HP: 100	XP: 700	GOLD: 95G PG: 269
114 PECKEREL	HP: 107	XP: 580	GOLD: 132G PG: 269
113 SWINOCEROS	HP: 120	XP: 610	GOLD: 102G PG: 269
112 ROBO-ROBIN	HP: 75	XP: 580	GOLD: 98G PG: 269
110 TREEVIL	HP: 111	XP: 600	GOLD: 106G PG: 268

ALMOST THERE

Wander west, through the lowlands of Mt. Ulbaruun. There are plentiful encounters in the area, and the experience is good enough (there aren't any especially lucrative targets, but the XP comes in well if you stop to farm for items).

Climb up the stairs on the left side of the map and continue to the south and then west. There is a cave on the map that is very well marked. Head inside.

Talk to Batzorig and his friend. The conversation is quite revealing. When the others leave, go to the back of the cave and talk to the ghost. She wishes your party to travel east to Gerzuun. There you can gather bodura grass and pass it to Batzorig. It sounds like a plan.

Mt. Ulzuun

RECOMMENDED LEVEL: 27 TO START (27 TO PROCEED)

OBJECTIVE LIST

- Take the route around the poisonous marsh and enter the ruins of Gerzuun

MONSTERS IN THIS AREA

115 BATTERING RAM
HP: 105 XP: 600
GOLD: 108G PG: 269

111 GHOUL
HP: 162 XP: 760
GOLD: 124G PG: 268

117 BRAINY BADBOON
HP: 150 XP: 800
GOLD: 108G PG: 269

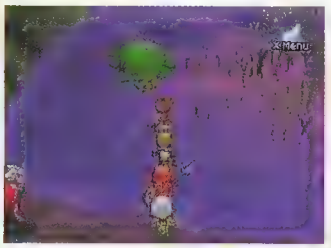
119 GRUFFON
HP: 136 XP: 540
GOLD: 136G PG: 269

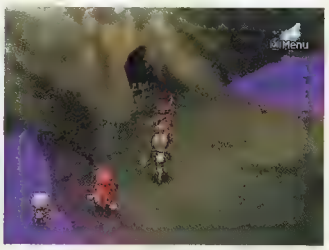
118 DRACKAL
HP: 230 XP: 1000
GOLD: 150G PG: 269

116 ROCKBOMB
HP: 100 XP: 700
GOLD: 95G PG: 269

SKIRTING THE MARSH

You don't have far to go. Follow the line of marshland as you curve around this map. Gerzuun is clearly marked, so you should have a good idea where your party is going. There are a few enemies out here worth mentioning. Rockbombs and drackals are both good to hunt for their items. Drackals occasionally drop platinum ore, and rockbombs have Hephaestus' flame. The other monsters in the area aren't bad for their rare loot either, so you can't go wrong as an alchemist. When it's time to proceed, enter the ruins.





Gerzuun

RECOMMENDED LEVEL: 27 TO START (28 TO PROCEED)

ITEMS OF IMPORTANCE

- Mini medal (inside the yurt in the upper left part of Gerzuun)
- Resurrock (in a red chest around the central circle of Gerzuun)
- Slime crown (in a red chest around the central circle of Gerzuun)
- Sober ring (top left side of B1)
- Hephaestus' flame (top left side of B1)
- Thug's mug (left side of B1, requires the ultimate key to reach)

OBJECTIVE LIST

- Walk up to the sealed gate and interact with it
- (Optional) Collect all treasure in the dungeon with a thorough search
- Walk around the perimeter of the main floor and use the tunnel at the top of the map to enter the underground passage
- Go through the passage and down to an underground spring, where you collect the bodura grass
- Leave the ruins and return to the hunters' yurts

MONSTERS IN THIS AREA

204 CANNIBOX	HP: 187	XP: 960	GOLD: 210G PG: 280
123 INFERNAL ARMOUR	HP: 125	XP: 850	GOLD: 150G PG: 270
121 CHEEKY TIKI	HP: 117	XP: 660	GOLD: 100G PG: 270
083 MEDISLIME	HP: 82	XP: 300	GOLD: 110G PG: 264
122 DEADCURION	HP: 112	XP: 790	GOLD: 127G PG: 270
120 SORCERER	HP: 99	XP: 690	GOLD: 130G PG: 270
111 GHOUL	HP: 162	XP: 760	GOLD: 124G PG: 268
124 TROLL	HP: 413	XP: 1500	GOLD: 52G PG: 270

A PLACE THAT ONCE THRIVED, NOW CLOAKED BY SHADOW

Gerzuun is sealed tight, like it was ready for a great siege. That may indeed be how the city spent its final days. Although now there is nothing that you can do for its people, your hero still has a task here. Approach the gates and see if anyone from Gerzuun remains to let you inside.

LOOT OR SPRINT?

Once inside the door, think about your goals. There is a substantial amount of treasure in this small area, but you can skip past most of it to go straight for the bodura grass. It's better to get everything, but it's your decision either way.

If you want to skip to the end, go around the large, circular chamber and take the tunnel exit on the north side of the map. This leads into the underground tunnel, and from there into the underground spring. The bodura grass is down there, and you won't have to fight any bosses (or indeed, anything) to get it.

After obtaining the bodura grass, you are free to leave. Batzorig is waiting at the hunters' yurts for your hero's return.

BUT HONESTLY, WHO LEAVES LOOT BEHIND?

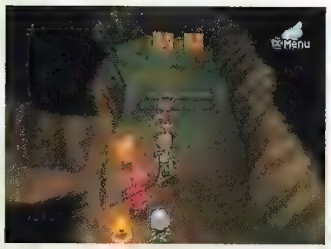
If you're more of a treasure hunter, don't be hasty. There are several blue chests on the main level, and red chests abound as well.

Climb down the well on the left side of the main map. Find a blue chest at the bottom. Down a tiny dead end branch to the right (when you reach the great circle), look for another blue chest.

The yurt in the upper left portion of the map has very good loot; search inside there for a red chest with a **mini medal**. The other two yurts only have minor random loot.

Stop when you reach the entrance to the northern tunnel. Instead of going inside, turn south. Go to the center of the great circle and search each of the four spokes that extend from the center. Your party finds two blue chests and two red chests (with a **resurrock** and a **slime crown**)!

After you've gotten everything from this level, go and get the bodura grass. Hold off a bit longer before leaving. Return to the main floor and look for stairs on the bottom right side of the map. These lead down into B1, a dungeon area. Trolls and sorcerers guard the place well, but it's worth some fighting to continue.



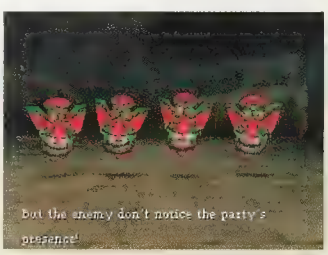
Go to the top left side of B1 if you want a **sober ring** and **Hephaestus' flame**. There is a third chest as well, but you need an ultimate key to get to it. Return here later to loot the cell on the left: it contains a **thug's mug**.

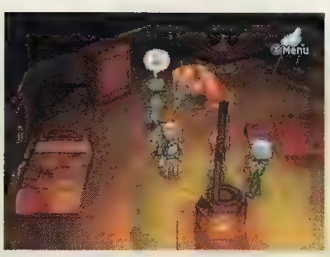
THE DESTROYERS OF GERZUUN

The enemies on the main floor are plentiful but mostly weak. Area of effect casters can do a great job of clearing the rabble without much delay. You often encounter large fights with cheeky tikis, deadcurions, and ghouls. The yurts and the lower areas have more sorcerers and the mighty trolls.

Sorcerers are primary targets any time they join a fight. These punks raise their magic, Fizzle your casters, and deal wonderful area of effect damage during the second round. Don't give them a chance for such chaos.

The cheeky tikis are probably the easiest target for fast experience down here. They're no metal medley, but the sizable groups and easy kills add up nicely.





When you're done knocking everyone around, Evac to the surface and Zoom back to Batsureg. Rest and save there, and then head out to the hunters' yurts.

When you're there, talk to Batzorig. Give him the bodura grass and return to Batsureg for the final confrontation.

Back to Batsureg

OBJECTIVE LIST

- Approach the melee on the left side of the map
- Watch the scene as it progresses
- Engage Larstastnaras with all your might

MONSTERS IN THIS AREA

266 LARSTASTNARAS
HP: 1562 XP: 8200
GOLD: 2000G PG: 288

UNVEILING THE TREACHERY

Batzorig is no fool, and his plan is a wise one. Your group doesn't need to interfere at first. The young man does his village proud, but when Larstastnaras reveals herself, it's time to act. Engage the monster without mercy.

Your hero takes a fygg from Larstastnaras after she loses her monstrous form. Your collection of the sacred fruits is almost complete now.

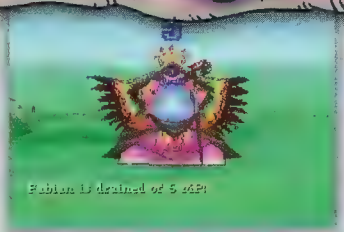
LARSTASTNARAS

266 LARSTASTNARAS
HP: 1562 XP: 8200
GOLD: 2000G PG: 288

Larstastnaras looks like she'd be a magic-user of some sort, but she really isn't. This monster relies on double attacks that are primarily melee-based. Each blow has a Drain Magic effect, so characters with low MP can lose their effectiveness quickly.

The best party against Larstastnaras is a full melee group. You may not have that at your disposal, but such a party would destroy her almost without pause.

If your group is well-armoured, healing is not a major concern. Too much of Larstastnaras' damage is physical. Thus, armour mitigation has a huge impact on the encounter.



Larstastnaras' Magic Barrier also makes the fight more of a melee slugfest. Casters have a hard time landing Sap, Decelerate, and other quality debuff spells. Also, magic damage is trivial in comparison to melee damage here.

What casters CAN do is raise the damage output of your melee characters. Acceleratle gets the whole group attacking close together (and that's great for damage multipliers). Any armamentalist characters can use Fire Fource to raise character's damage output as well.

Go destroy this boss. Stick a fork in her; she's done.

School Ghost Story

Heading to Swinedimples

RECOMMENDED LEVEL: 28 TO START (29 TO PROCEED)

OBJECTIVE LIST

- Travel back to the wilderness area of Hermany and then take the northern road into the Snowberian coast
- Continue along the road north until you reach Snowberia itself
- Find Swinedimples in the center of Snowberia and see what the place is all about

MONSTERS IN THIS AREA (SNOWBERIAN COAST)

128 APECKALYPSE
HP: 130 XP: 740
GOLD: 114G PG: 271

125 SHIVERY SHRUBBERY
HP: 81 XP: 680
GOLD: 98G PG: 270

127 BRREARTHENWARRIOR
HP: 125 XP: 800
GOLD: 149G PG: 270

126 TEARWOLF
HP: 136 XP: 730
GOLD: 140G PG: 270

105 SCOURGETTE
HP: 96 XP: 500
GOLD: 130G PG: 268

MONSTERS IN THIS AREA (SNOWBERIA)

128 APECKALYPSE
HP: 130 XP: 740
GOLD: 114G PG: 271

125 SHIVERY SHRUBBERY
HP: 81 XP: 680
GOLD: 98G PG: 270

127 BRREARTHENWARRIOR
HP: 125 XP: 800
GOLD: 149G PG: 270

126 TEARWOLF
HP: 136 XP: 730
GOLD: 140G PG: 270

129 GREAT GRUFFON
HP: 150 XP: 1180
GOLD: 126G PG: 271

130 WHITE TRIGERTAUR
HP: 128 XP: 940
GOLD: 167G PG: 271

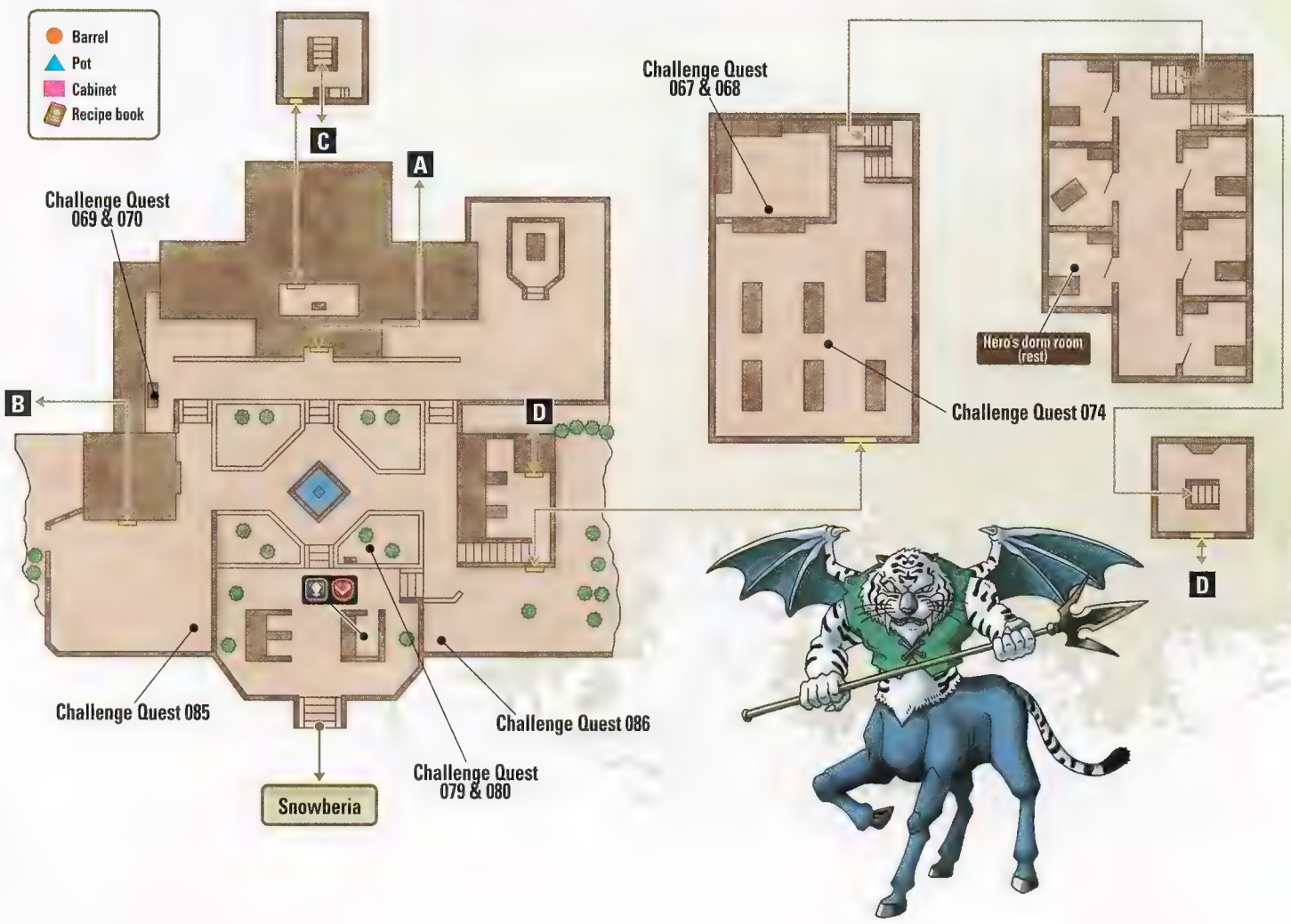
132 ICIKILLER
HP: 140 XP: 1050
GOLD: 172G PG: 271

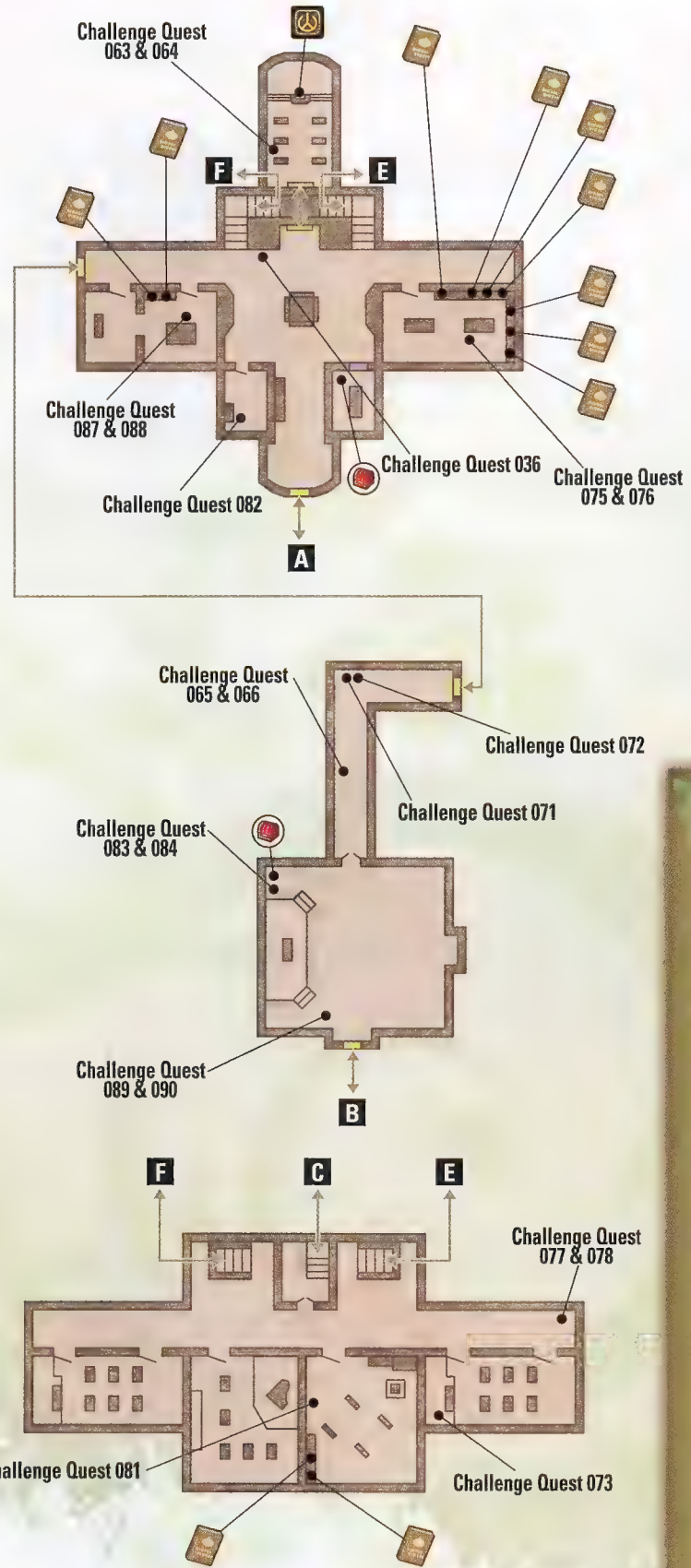
WOULDN'T IT BE FASTER TO TAKE THE SWINEDIMPLES EXPRESS?

Unless you've already trekked out to Swinedimples, it's time for another journey across the wilderness. Have your party take the road back to Hermany, the area where you disembarked before coming to Batsureg.

Once you're in Hermany, look for the road north (on the right side of the map). That is the path that leads into the Snowberian coast. Follow that road all the way through the next map. Above it sits Snowberia, the home of Swinedimples.

Welcome to Swinedimples





SWINEDIMPLES SCHOOL STORE

ITEM	COST (GOLD PIECES)
Medicinal herb	8
Antidotal herb	10
Moonwort bulb	30
Chimaera wing	25
Holy water	40
Magic water	500
Partisan	7100
Magma staff	10800
Feline fan	5100
Thinking cap	12500
X-ray specs	3400
Swinedimples blazer	1500
Swinedimples slacks	1000
Swinedimples skirt	1100
Black knickers	2880
Magical skirt	4600
White tights	2450
Leather shoes	40

ITEMS OF IMPORTANCE

- Gold rosary (bottom left side of the main building-L1)
- Red tights (behind a magic door, near the central entrance of the main building-L1)

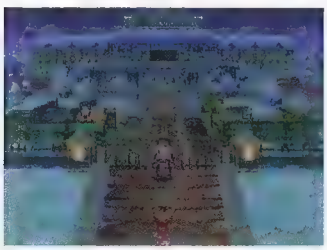
OBJECTIVE LIST

- Meet the headmaster at the front gate and tell him that your hero is a detective, upon which he'll give you 2,000 gold coins as a down payment
- Go to the second floor of the dorm and walk to the end of the hallway; watch the scene between the students
- Go into the students' room and talk to the group of boys
- Leave the dorm and watch as the students head to class
- Meet Fred and his buddies again on the left side of the map, then talk to Fred and agree to check out an old guardian statue at midnight
- Go to the dorm (second floor) and rest in your room
- When it's evening, go to the third floor of the main building, head outside, and touch the statue
- Run outside and look to the right
- Enter the dungeon that is soon revealed

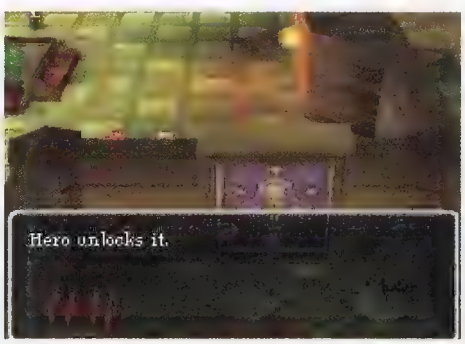
BACK TO BASICS

There's a wee bit of a misunderstanding when your party gets to Swinedimples Academy. The headmaster greets your group at the gate and is eager to let everyone in; the problem is that he thinks you're a team of investigators. If it helps your quest, there's really no reason to disabuse the man of this notion.

The headmaster goes on to explain that there are missing children at the academy. Your task is to find out what's been happening to the kids (and, if possible, to save the missing children). Put on your school blazer and get to work. Your hero is even paid **2,000 gold coins** as an advance. All right!



Search the main building first. There are three floors, and the rooms are an alchemist's dream. You find so many recipes that it's staggering! Also, there are a few normal books to read, including *Marco's Travels, Volumes I and II*, *Mallet Monthly*, and the *Swinedimples Academy Orientation Manual.*



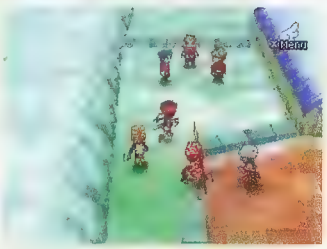
Also, search for the two red chests in the university building. The one on the first floor contains a **gold rosary**; it's found on the lower left side of the map. You can find the other chest near the main entrance of the building. Unlock the magic door nearby and then open the chest, grabbing the **pair of red tights** inside.

THE INVESTIGATION

When you're done looking around, go into the kids' dorm. Climb to the second floor and look for a room with three boys. These fellows are talking conspiratorially, but your hero can still listen in on them for a moment. Barge into the dorm room when they're done and interrogate everyone.

You're probably starting to get an idea of what's wrong with the academy, but it's not enough to do anything with. You need more information.

Leave the dorm and watch as the students head to class. Walk to the left side of the map and search for the three boys again (they're skipping class in a side yard). Talk to Fred, the leader, and say that you want to join his group. Agree to this, and he'll tell you about a great way to find the academy ghost.



The plan is to meet at midnight on the top floor of the main building. Outside, on a ledge, rests a statue. Supposedly, anyone that touches the forehead of the statue gets to see the ghost! It sounds like normal school gossip, but why not check it out?

Go back to the dorm and rest in your room; that's the one at the bottom left side of the hall. Get up during the evening and slip over to the main building. Climb to the third floor and step outside. Sure enough, you discover a statue there. Touch its forehead and see if anything happens.

After several events transpire, leave the building and walk to the right. A new entrance has been revealed in the corner of the map. Go into the basement and see where it leads.

The Old School

Barrel
Pot
Cabinet
Recipe book

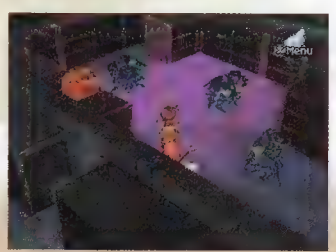
SHOW SOME SCHOOL SPIRIT, GUYS!

The lower basements haven't been used in years, and you can tell with just a glance. There are pools of toxic sludge in parts of the hallway and classrooms. No wonder students don't come down here of their own volition.

Enter the classroom on the left. Look for the perfectly stacked group of books near the side of the room. Use those to climb on top of the bookcases. Follow the shelves around to get a blue chest on the right.

Advance along the bookcases and climb down the ladder you come across. Go through some toxic goo and wrap around to get the other chest in the area. This red chest holds a **brainy bracer**.

Have a Safe Passage

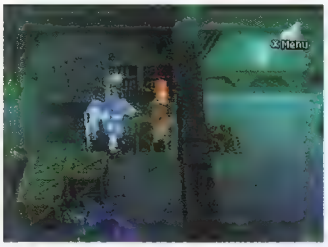


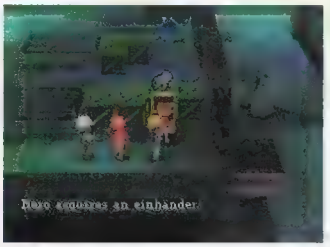
Remember to use spells or items to protect your party from damage while walking through the nasty goo.

If you don't have anything available currently, just use medicinal herbs afterward to heal your party members to full health.

Return to the ladder, climb back up, and work your way to the left wall of the room. The path splits. Go down slightly to loot another red chest (with a **seed of therapeusis**). Now reverse course and walk up to the corner. Keep following the shelves to descend and leave the room. The stairs aren't far away.

The second basement floor is even easier to navigate. Read the books on the shelves in the main room (and loot the chest on the right wall for an **einhander**). In case you get confused, the einhander is a glove, not a one-handed sword. It's an intuitive mistake to make.

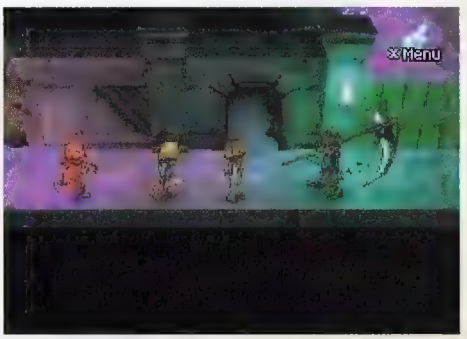




Walk down to the southern hallway, Heal your party to full health, and then enter the small classroom at the bottom of the map where the professor is holding his class. Approach the spirit and talk to him if you're ready for a fight.

ACADEMY DROPOUTS

Monsters have seeped into the basement over the years. Most of them are fun to fight. Teaky masks are great for fast experience, and you can rack up kills against them in no time.



Raving reapers are a bit tougher. Their Eerie Light lowers magic resistance, and they combine physical and magical damage fairly well. These guys are one of the more troublesome targets in the basement. Slip around them if you're saving MP. Luckily, this dungeon is so small that MP conservation is rarely an issue.

Sculptrices (found on B2) look more threatening, but they're not bad. Hunt them for solid experience and safe kills. They can blind your party, but it often takes too long for the effect to stick, and they appear in small numbers.

RECOMMENDED LEVEL: 28 TO START (29 TO PROCEED)

ITEMS OF IMPORTANCE

- Seed of therapeusis (up on the bookcases, left side of B1)
- Brainy bracer (on the floor of the second room, in B1)
- Einhander (near the first room's entrance in B2)

OBJECTIVE LIST

- Go through the old building and find the classroom in the second basement floor
- Confront the ghost and stop the disappearances

MONSTERS IN THIS AREA

132 ICIKILLER	HP: 140	XP: 1050	GOLD: 172G PG: 271
133 TEAKY MASK	HP: 98	XP: 860	GOLD: 117G PG: 271
134 RAVING REAPER	HP: 134	XP: 1050	GOLD: 138G PG: 271
135 WIGHT PRIEST	HP: 126	XP: 940	GOLD: 147G PG: 271
136 SCULPTRICE	HP: 145	XP: 920	GOLD: 178G PG: 272
267 DREADMASTER	HP: 215	XP: 1310	GOLD: 145G PG: 288
131 SOOTHESLIME	HP: 138	XP: 1050	GOLD: 172G PG: 271

Wight priests die very quickly, but they can be scary if you fight too many at once. They have single-target and area of effect magic, and their occasional clusters of four take at least a few rounds to break down unless your party is very aggressive.

TIME TO CUT CLASS

Get your best armour on and have your party prepared for higher physical damage before this fight begins. You're going to be fighting a double attacker that can actually string his own blows together and get bonus damage. He would be a pain if your party wasn't starting to get so high in level.

DREADMASTER

267	DREADMASTER	
	HP: 215	XP: 1310
	GOLD: 145G	PG: 288

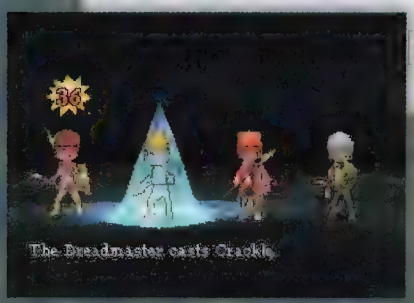
The Dreadmaster is a double attacker; he focuses on melee damage, though his occasional bursts of magic are decent enough to supplement his offense.

One of the nastiest things about the Dreadmaster is his ability Double Trouble (getting two attacks on the same person). This only takes a single action, so he's able to use another attack immediately afterward. When all three blows nail the same character, you end up looking at major damage, including a 20% bonus for chaining things together. Heal aggressively to prevent a death from burst damage like this.

Sometimes the Dreadmaster uses an attack to raise his tension. This usually ends up backfiring. He doesn't put in the effort to get his tension high enough, so the trivial bonus damage doesn't make up for losing one of his attacks.

Spells or abilities to reduce magic damage are worth breaking out. Sternivus won't cast his Crackle or Zammles too often, but they're worth mitigating or countering.

It's easier to Sap and otherwise mess with Sternivus than some of the other recent bosses. If you have a character with important debuffs, go ahead and lean on those abilities.



Before long, the professor falls. School's out!

REQUIREMENTS FOR WEAPON TRAINERS

Weapon quests are only available for characters who have 30 or more skill points in a given weapon. You only need to have one person in your party with the required skill (so that's nice), and it obviously doesn't have to be your main character.

All weapon skills have a trainer here. They have a second round of quests for people who reach skill level 100. Your characters probably aren't that high yet, but extremely dedicated characters can grab it soon. This is especially doable if you level in multiple classes that share a character's favorite weapon.

After defeating the tainted professor, you get the final fygg, a reward of 3,000 gold pieces, and the knowledge that you saved several children from death by boredom.

Also, the weapon masters come back to the academy. This opens a number of powerful quests for characters that have progressed well within a certain skill. Look for these trainers all over the school grounds and talk to them to find out what you can do!

Stolen Fruit

Another Ride on the Starflight Express

THE FRUITS OF YOUR LABORS

Your hero has collected all of the fyggs that are known to be in the Protectorate. Zoom back to Alltrades Abbey, do anything that seems important while you're there, and then leave the abbey. Walk west until you reach the blue tree where Stella landed the Starflight Express. Summon the train there and then ask Stella to take your party back up to the Observatory.

OBJECTIVE LIST

- Zoom back to Alltrades Abbey
- Leave the area and walk to the west, toward the blue tree
- Summon the Starflight Express when your group reaches the tree, then tell Stella to take everyone up to the Observatory
- On the way, you're met by an old acquaintance
- After an extended scene, your character awakens in Wormwood Creek

Several things happen on the way back. The situation is entirely out of your control, and no option you take changes the resolution of the encounter.

When the events sort themselves out, your hero wakes in a small town called Wormwood Creek.

Wormwood Creek

ITEMS OF IMPORTANCE

- Terrible tattoo (a chest in the weapon shop)
- Mini medal (a chest in the weapon shop)
- Mini medal (inside a chest at the inn)

OBJECTIVE LIST

- Wake up and get your bearings
- Search the town for recipes, good stores, and several useful items
- Rest until evening at the local inn
- Attend a meeting at the church

SO WHERE ARE WE NOW?

Wormwood Creek must have a sordid (or tragic) past. The place is so unwelcoming that it's almost a surprise anyone let you sleep there while on the mend. Your hero wakes in the house of the town mayor. A person named Wallace serves as your attendant; he's one of the few people who seems genuine in wanting to help you.

Get up and talk to the mayor. He'll say that you must attend a meeting at the town church that evening. After that, you might get kicked out of the place. If that's their attitude, it's no big loss, right?

WORMWOOD CREEK ITEM SHOP

ITEM	COST (GOLD PIECES)	ITEM	COST (GOLD PIECES)
Medicinal herb	8	Evac-u-bell	28
Strong medicine	36	Holy water	40
Antidotal herb	10	Angel bell	90
Strong antidote	38	Magic water	500
Moonwort bulb	30	Coagulant	90
Chimaera wing	25	Tangleweb	35

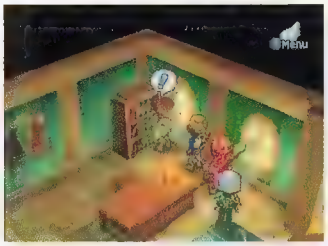
WORMWOOD CREEK WEAPON SHOP

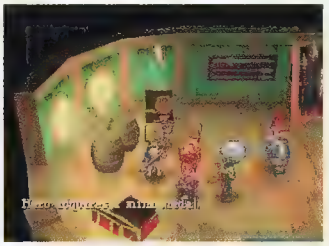
ITEM	COST (GOLD PIECES)	ITEM	COST (GOLD PIECES)
Valkyrie sword	7700	Dragon claws	14500
Dragonsbane	10000	Battle-axe	3900
Sandstorm spear	6600	Moon axe	8800
Halberd	11200	War hammer	4600
Icicle dirk	9600	Giant wrench	7900
Rune staff	12400	Razor-wing boomerang	9100
Dragontail whip	14000	Swallowtail	9600
Mistick	16500	Potshot bow	9200
Handrills	7600	Blowy bow	12000

WORMWOOD CREEK ARMOUR SHOP

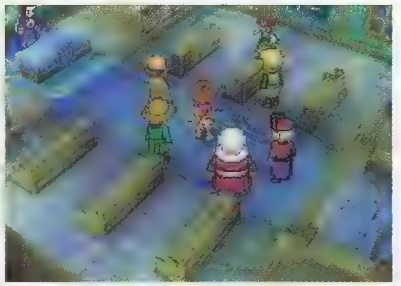
ITEM	COST (GOLD PIECES)	ITEM	COST (GOLD PIECES)
Warrior's shield	6700	Flowing dress	18000
Dragon shield	9800	Bruiser's bracers	2250
Raging bull helm	10400	Metallic mitts	3500
Thinking cap	12500	Mental mittens	1550
Cavalier hat	7100	Dragon trousers	5600
Hermetic hat	4000	Kiltlet	4200
Dragon mail	11500	Sorcerer's slacks	2100
Shipmate's shirt	5980	Payback pumps	2950
Dragon top	11200	Safety shoes	2700

This is a good place to search both the mayor's house and the town in general. There are several bookcases in town that contain high-end alchemy recipes. Search the mayor's house, the item shop, and the church for the recipes you need. There are also a few items lying around. The weapon shop has two red chests (with a **mini medal** and a **terrible tattoo**). The item shop has a blue chest.





Search the Wormwood inn next. This town doesn't take too well to visiting types, so it's a little strange that they even have an inn. Once you go there to investigate, things should be clearer.



The place is more of a local watering hole than a proper inn. Search the red chest in back for another **mini medal.** Afterward, rest until evening.

Get back up and head over to the town church; it's in the lower right side of town. Talk to the mayor and see what he has to say. Wallace attends the meeting (VERY briefly), but he runs off before much is said.

After the people of Wormwood Creek make their decree, leave town and head north. Wallace is said to be waiting up at the Hope Springs cave. It's not too far away, and who else can your party talk to at the moment?

A Quick Wilderness Sojourn

RECOMMENDED LEVEL: 29 TO START (30 TO PROCEED)

ITEMS OF IMPORTANCE

- Lucida shard (inside the Hope Springs cave)

OBJECTIVE LIST

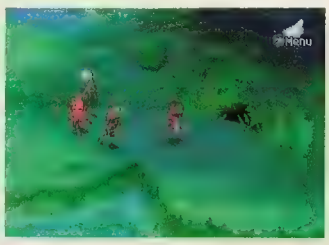
- Travel north, toward Hope Springs
- Follow the road until your party enters the spring
- Search for a small cave and then take your group inside
- Talk to Wallace
- Exit the cave and talk to the spirit outside
- Zoom back to Wormwood Creek and then search by the foot of the statue (just outside the weapon shop)
- After talking to Wallace, go into the church and read the tombstone on the right
- Search beneath the tombstone to find a necklace
- Return to Hope Springs and talk to the spirit again
- Listen to the spirit's story
- Agree to meet the spirit again at the Bowhole, to the west

MONSTERS IN THIS AREA

143 GRAMARYE GRUFFON	HP: 215	XP: 1310	GOLD: 145G PG: 272
140 SLUGGERNAUT	HP: 118	XP: 720	GOLD: 120G PG: 272
139 GRIM GRINNER	HP: 110	XP: 760	GOLD: 118G PG: 272
141 SPLATTERHORN	HP: 134	XP: 980	GOLD: 122G PG: 272
105 SCOURGETTE	HP: 96	XP: 500	GOLD: 130G PG: 268
142 WHIRLY GIRLY	HP: 144	XP: 1020	GOLD: 132G PG: 272
144 SKELETON SOLDIER	HP: 146	XP: 1100	GOLD: 149G PG: 273
131 SOOTHESLIME	HP: 138	XP: 1050	GOLD: 172G PG: 271

BACK AND FORTH AND ROUND SHE GOES

Your party has plenty of quick traveling to do. Follow the road north out of Wormwood Creek and stay on the path all the way until it passes a bridge and enters a forest. Your group finds Hope Springs soon enough.

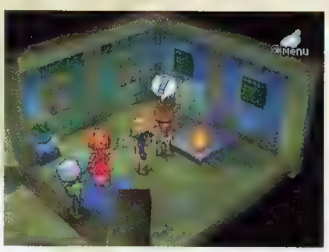


Once you're there, look for a cave in the lower section of the area. Enter the cave and search the only chest inside for a **lucida shard**. Wallace is right there; talk to him. He'll give your hero a few ideas on how to proceed, but there are gaps in the plan.

Wallace goes back to Wormwood Creek. Leave the cave and talk to a spirit that is standing by the edge of the water. You've seen her a few times now. She tells you that her name is Serena. She lived in Wormwood Creek once, and there is something she needs from there. Serena asks if your hero can search the town guardian statue for something of hers.

Return to Wormwood Creek and search at the base of the guardian statue. The statue is hidden in some weeds outside the weapon shop. Don't expect to find anything. Soon, Wallace notices your hero's activities and comes over to talk.

When Wallace leaves, go to the church and look at the tombstone on the right. Search around the stone until you find the **serene necklace**. Leave town and take the necklace back to Hope Springs. Give the jewelry to Serena and listen to her story.



Serena helps your party get into the Bowhole, a dungeon to the west. It's likely that this can help your party get to Upover.

Leave Hope Springs and look carefully at your map. There are two regions to the west of Eastern Wormwood. The lower transition leads into Wormwood Canyon. The upper area (along the road) heads into Western Wormwood. That's the one you want.

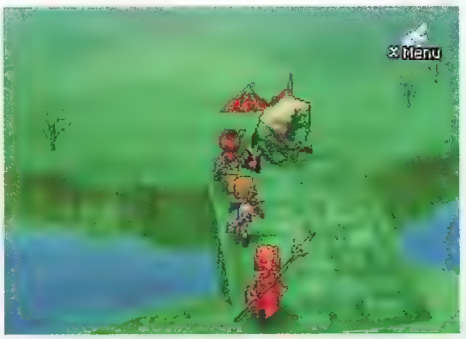
Stay mostly on the road and walk into Western Wormwood.

Go West, Young Celestrian

A HOP, SKIP, AND A JUMP

The road cuts in and out as your party travels west through this region. The monsters are mostly familiar, so this isn't an area where you need to do plenty of fighting. Try to avoid encounters and conserve your strength for the relatively long dungeon ahead.

The Bowhole is located in the upper left region; it's fairly easy to spot on the map. Get your group over there and steel yourself for a long (and lucrative) dungeon run.



RECOMMENDED LEVEL: 30 TO START (30 TO PROCEED)

OBJECTIVE LIST

Look for the Bowhole in the upper left side of the map, then take your party there and go inside

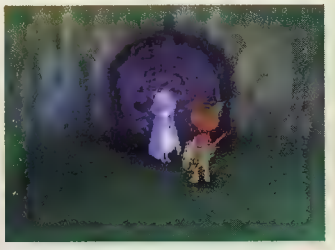
MONSTERS IN THIS AREA

139	GRIM GRINNER	HP: 110	XP: 760	GOLD: 118G PG: 272
141	SPLATTERHORN	HP: 134	XP: 980	GOLD: 122G PG: 272
140	SLUGGERNAUT	HP: 118	XP: 720	GOLD: 120G PG: 272
145	BLOODY MANGUINI	HP: 154	XP: 1000	GOLD: 148G PG: 273
105	SCOURGETTE	HP: 96	XP: 500	GOLD: 130G PG: 268
143	GRAMARYE GRUFFON	HP: 215	XP: 1310	GOLD: 145G PG: 272
144	SKELETON SOLDIER	HP: 146	XP: 1100	GOLD: 149G PG: 273
147	HARMOUR	HP: 145	XP: 1300	GOLD: 120G PG: 273

The Bowhole

SHOOT INTO THE BOWHOLE

Skeleton soldiers fill the outer yard of the dungeon. Search the side route to the right for three blue chests. After getting those, take the left route that leads around to the main entrance. There is another entrance farther right, but the way is locked for now, even to the most intrepid adventurers.



Serena is standing in front of the main entrance. A potent energy prevents normal travelers from entering. Get Serena to help you. She'll use a ritual to dispel the energy. Now you can head inside whenever you want. Poke your head in and see what the place looks like.

There are three holes in the ground. Your group can get down to the next level through any of them, but hold on a second. Talk to the spirit in the back of this cave. She'll teach you Weird Dance, another cool party trick.

After learning the new move, consider using the pit on the right. This one gets your group closest to the locked door (the one that prevents people from using the alternate entrance). You might as well take care of that first, right?

RECOMMENDED LEVEL: 10 TO START (812 TO PROCEED)

ITEMS OF IMPORTANCE

- Prayer ring (in the lower side of B1, toward the center)
- 3,000 gold coins (in the lower right side of B1)
- Mini medal (in the upper left side of B1)
- Holy talisman (top side of B2)
- Light gauntlets (in the bottom right side of B2)
- Gold bar (in the bottom right side of B3)
- Wyrmlight bow (found on the pedestal behind the boss, Gadrongo)

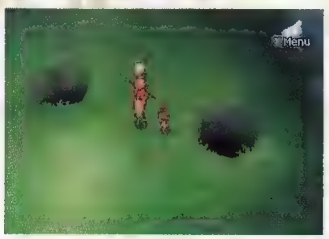
OBJECTIVE LIST

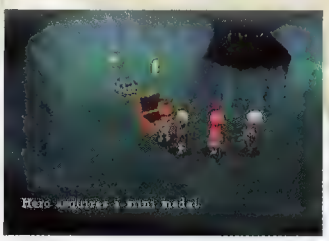
- Talk to Serena at the top of the first map
- Descend to the bottom of the Bowhole
- Fight and defeat Gadrongo
- Take the wyrmlight bow from the pedestal behind Gadrongo and leave the dungeon
- Zoom to Wormwood Creek, walk west, and continue until your party reaches the end of Wormwood Canyon
- Look for a grey seal at the cliff's edge (in Wormwood Canyon), then interact with the seal and select "yes" when asked whether to fire the wyrmlight bow
- Talk to everyone who shows up, and then cross the bridge of light

Go down through the rightmost pit and then work your way to the bottom right, where you find stairs leading back up to the top. You also find a red chest with **3,000 gold coins**.

Open the locked door above, come back down downstairs, and then lead your party left. Keep going until you find a scary statue. Look north from there to find another red chest; this one has a **prayer ring**.

Walk left again. Look for a blue chest in the lower left. It's pretty much by itself, but you won't have to spend more than a moment getting over there.





MONSTERS IN THIS AREA

146 BLOOD MUMMY	HP: 166	XP: 1200	GOLD: 108G PG: 273
153 LIQUID METAL SLIME	HP: 8	XP: 40200	GOLD: 40G PG: 274
145 BLOODY MANGUINI	HP: 154	XP: 1000	GOLD: 148G PG: 273
150 LIVING STATUE	HP: 236	XP: 1500	GOLD: 172G PG: 273
204 CANNIBOX	HP: 187	XP: 960	GOLD: 210G PG: 280
205 MIMIC	HP: 627	XP: 4120	GOLD: 315G PG: 280
152 DRAKULARGE	HP: 286	XP: 1600	GOLD: 187G PG: 274
148 PYTHON PRIEST	HP: 136	XP: 950	GOLD: 164G PG: 273
151 GOODYBAG	HP: 126	XP: 500	GOLD: 336G PG: 273
149 SCULPTURE VULTURE	HP: 153	XP: 1320	GOLD: 160G PG: 273
143 GRAMARYE GRUFFON	HP: 215	XP: 1310	GOLD: 145G PG: 272
144 SKELETON SOLDIER	HP: 146	XP: 1100	GOLD: 149G PG: 273
147 HARMOUR	HP: 145	XP: 1300	GOLD: 120G PG: 273
268 GADRONGO	HP: 2000	XP: 12500	GOLD: 3050G PG: 288

Stay along the left wall of the map until you get to the upper left corner. A side passage there features a blue chest and a red chest. The latter contains a **mini medal**.

Two locked doors prevent clear travel between the upper and lower sections of this level. Going along the left wall of the map avoids them both. To unlock the middle door, approach it from the south. For the rightmost door, approach it from the north. When you're done unlocking and looting, use the stairs in the top right part of the map to descend.

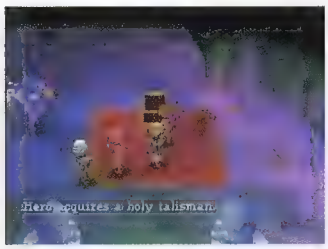
WHO NEEDS DOORS?

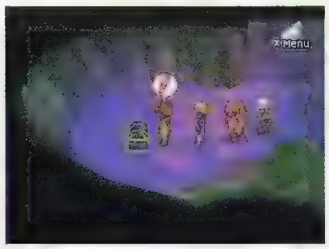
Your party can take the longer route around the doors every time you go through; unlocking the shorter route isn't necessary. So why bother, you ask?

The answer is simple. This dungeon is a place that's worth farming for experience. Most of the creatures aren't that valuable. They hit hard and don't have too much experience. However, there are liquid metal slimes when you get a bit farther down, which make all the difference. Expect to be back here more than once, especially if you like leveling characters through multiple vocations.

A FEW MORE FLOORS

The second basement floor was built around a large, circular room. Search the small spokes around the chamber to grab a few extra goodies. The northern room holds a **holy talisman**. The room in the upper left has a blue chest and a few pots to smash. Your party must walk across toxic sludge to get everything, but that's not too huge a price to pay (even if you don't have Safe Passage). The bottom right has a red chest with **light gauntlets**, a blue chest, and two more pots.





When you're through with the place, look in the lower left corner. There, you'll find stairs leading down to the third basement.

You won't find too much more loot here, and now the dungeon starts to become fairly linear. Head up to the top and open a blue chest. Wrap around the remainder of the floor and look for a **gold bar** in a chest by the bottom right.

Liquid Metal Slimes: The Real Experience Begins

On occasion, your group can find liquid metal slimes in this part of the dungeon. Avoid spending too much time with random encounters. Walk back and forth between the different hallways to maximize the chance of spotting a liquid metal slime. When this happens, descend on them like the fist of an angry god. Use abilities that give characters bonuses against metal targets, provide multiple attacks, or raise your critical chance. All are worthwhile!

Even a single kill against these creatures is worth almost a full round of levels for characters that are in their late 20s to early 30s.

Take the stairs down at the end of the last hallway. Heal your party to full health, go across the rickety bridge, and prepare for a boss fight.

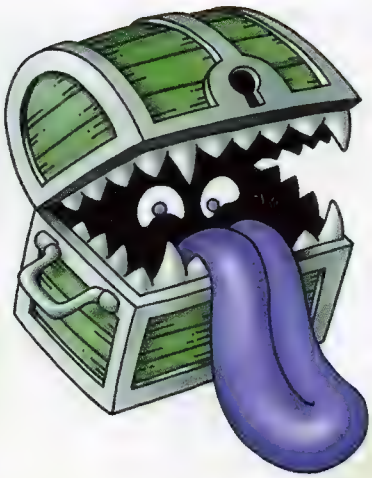
WHAT OTHER MONSTERS ARE IN HERE?

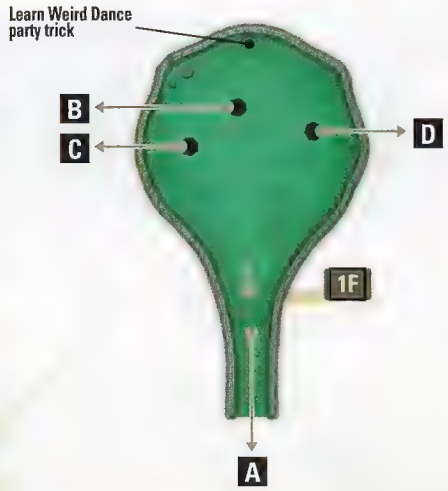
The liquid metal slimes may be the most important, but they're by no means the only beasties you end up fighting. Drakularges are one of the tougher enemies. They have a monstrous amount of health, deal area of effect fire damage (with their Fierce Fire breath), and their single attacks aren't bad either. Stay away from them unless you have a good reason to do otherwise.

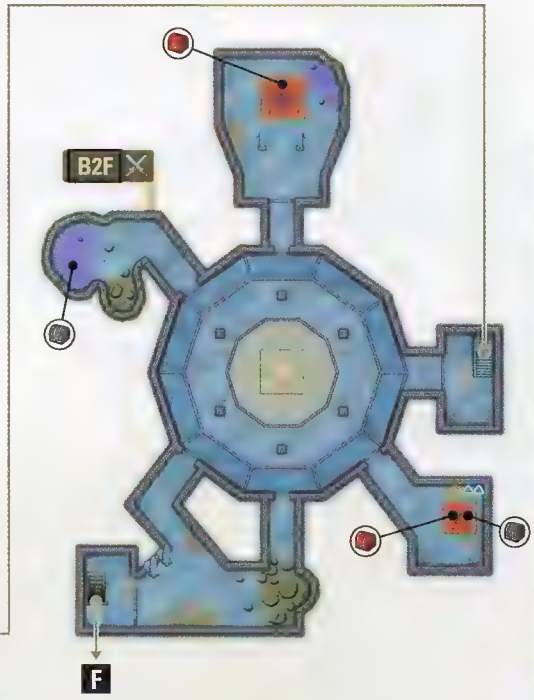
Sculpture vultures are simple targets. They drop quickly, despite their buff spells. Kill them leisurely.

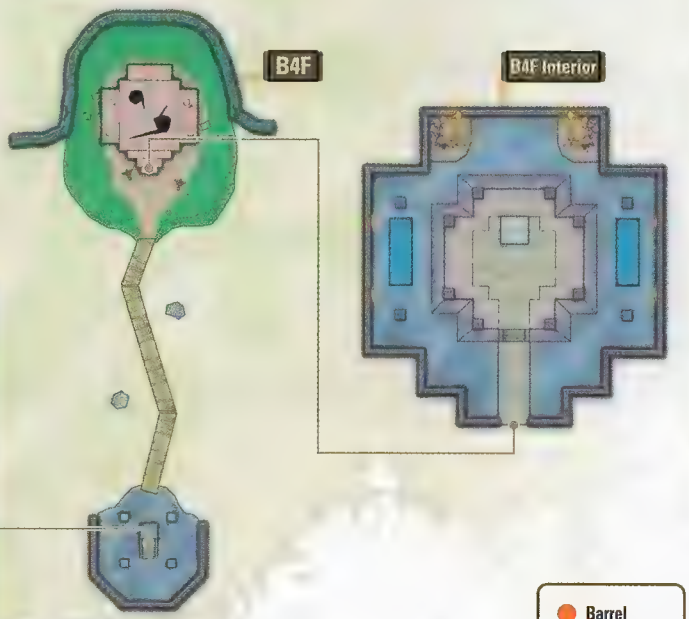
Living statues and harmour are tougher opponents, but they lack the special abilities that would make them deadlier. They also don't come in large groups.

Bloody mummies are quite common; they attack in groups, have moderate health, and are fun to kill if you have area of effect damage at your disposal.









Barrel
Pot
Cabinet
Recipe book

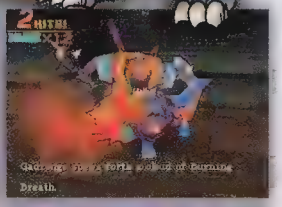
GADRONGO

268 GADRONGO
HP: 2000 **XP:** 12500
GOLD: 3050G **PG: 288**

Gadrongo is a single attacker, but don't let that fool you; he makes up for his early weaknesses once your party gets deeper into the fight. He has a wide range of abilities, and his burst damage is terrifying.

At first you're only likely to see single melee attacks or Heart Breaker (a special attack with higher damage and the possibilities of causing Fear). Neither of these is too terrible, and a healer can certainly compensate for either of them.

Gadrongo sometimes reduces his own damage by defending while attacking. This keeps your group from suffering much that round, but your own damage output is going to hit a slump. There isn't much to be done about it.



After a few rounds pass, Gadrongo tries out his Burning Breath. That special ability is an area of effect that has a chance to Paralyze each party member (for multiple rounds). Bad luck here can be the end of the fight. Bring moonwort bulbs to the fight and make sure to distribute them before the action begins. Use these on healers first to ensure that the group maintains its health while recovering from any disaster.

Gadrongo sometimes (randomly) just blocks your melee characters' attacks. Hopefully this won't happen more than once during an encounter.

In terms of area of effect damage, Gadrongo only has a ground pound that deals 30-40 damage to each character in your party. With your current HP reserves, that isn't too bad. That is, unless your healer(s) are Paralyzed!

Thus, there are two major threats in this fight. One, that too many of your people are disabled. Two, that Gadrongo overcomes individuals with his single-target damage. Most of his hits aren't that evil, but the boss can effectively land criticals. These inflict massive damage, knocking almost 200 HP off of an unprotected individual.

Buff spells are a must (fighting without them is possible but risky)! Healing that tops off the party is also a godsend.

Slip your damage in between rounds of healing and recovery. Don't try to speed through the fight. A slower, safer approach gives you a much better chance of winning in the long run against this heavy hitter.

Don't leave the dungeon immediately after your fight ends. Take the wyrmlight bow from its pedestal behind the boss. Only then should you Evac and Zoom back to Wormwood Creek. Rest and save there before heading into the wilderness again.

Leave town and walk to the west. Take the path into Wormwood Canyon and look for the outdoor area of the same name.

Once there, approach the grey stone tablet in the lower left. You're prompted to use the wyrmlight bow. Do so! A bridge of light is created that leads across a massive gap. Talk to the villagers who show up, and then take the bridge to a new area.

Enter the Evil Empire

A Long Journey to Upover

RECOMMENDED LEVEL: 31 TO START (32 TO PROCEED)

OBJECTIVE LIST

- Take the southern exit out of Wormwood Canyon
- Enter Wyrmtail and take your group to the southern edge of the map, which leads into Wyrmwing
- Take the western exit to avoid heavy fighting (or explore to pick up ground items before leaving)
- The western route leads back into Wyrmtail; take the road up into the hills to reach Wyrmsmaw
- Wind all the way around Wyrmsmaw, then circle up the hills to reach the center of the map which is the city of Upover

MONSTERS IN THIS AREA (WYRMTAIL)

145 BLOODY MANGUINI — HP: 154 XP: 1000 GOLD: 148G PG: 273

154 MOOSIFER — HP: 156 XP: 1240 GOLD: 152G PG: 274

157 CYCLOPS — HP: 355 XP: 1400 GOLD: 84G PG: 274

149 SCULPTURE VULTURE — HP: 153 XP: 1320 GOLD: 160G PG: 273

152 DRAKULARGE — HP: 286 XP: 1600 GOLD: 187G PG: 274

131 SOOTHESLIME — HP: 138 XP: 1050 GOLD: 172G PG: 271

155 DRASTIC DRACKAL — HP: 225 XP: 1380 GOLD: 160G PG: 274

156 TERRORHAWK — HP: 146 XP: 1080 GOLD: 132G PG: 274

150 LIVING STATUE — HP: 236 XP: 1500 GOLD: 172G PG: 273

142 WHIRLY GIRLY — HP: 144 XP: 1020 GOLD: 132G PG: 272

MONSTERS IN THIS AREA (WYRMWING)

157 CYCLOPS — HP: 355 XP: 1400 GOLD: 84G PG: 274

154 MOOSIFER — HP: 156 XP: 1240 GOLD: 152G PG: 274

152 DRAKULARGE — HP: 286 XP: 1600 GOLD: 187G PG: 274

138 SAIL SERPENT — HP: 148 XP: 850 GOLD: 114G PG: 272

161 GOLEM — HP: 300 XP: 1700 GOLD: 174G PG: 275

131 SOOTHESLIME — HP: 138 XP: 1050 GOLD: 172G PG: 271

137 HANDSOME CRAB — HP: 121 XP: 1350 GOLD: 156G PG: 272

156 TERRORHAWK — HP: 146 XP: 1080 GOLD: 132G PG: 274

MONSTERS IN THIS AREA (WESTERN PART OF WYRMTAIL)

159 BOMBOULDER — HP: 146 XP: 1300 GOLD: 144G PG: 274

155 DRASTIC DRACKAL — HP: 225 XP: 1380 GOLD: 160G PG: 274

158 CUMULUS REX — HP: 252 XP: 1400 GOLD: 144G PG: 274

163 HELL NIÑO — HP: 125 XP: 960 GOLD: 108G PG: 275

157 CYCLOPS — HP: 355 XP: 1400 GOLD: 84G PG: 274

131 SOOTHESLIME — HP: 138 XP: 1050 GOLD: 172G PG: 271

152 DRAKULARGE — HP: 286 XP: 1600 GOLD: 187G PG: 274

MONSTERS IN THIS AREA (WYRMSMAW)

160 BAGMA — HP: 120 XP: 840 GOLD: 102G PG: 275

157 CYCLOPS — HP: 355 XP: 1400 GOLD: 84G PG: 274

159 BOMBOULDER — HP: 146 XP: 1300 GOLD: 144G PG: 274

161 GOLEM — HP: 300 XP: 1700 GOLD: 174G PG: 275

158 CUMULUS REX — HP: 252 XP: 1400 GOLD: 144G PG: 274

163 HELL NIÑO — HP: 125 XP: 960 GOLD: 108G PG: 275

MANY MOONS LATER

This is one of the longer overland treks in the game. Your party must traverse several major regions without being able to stop for a nap.

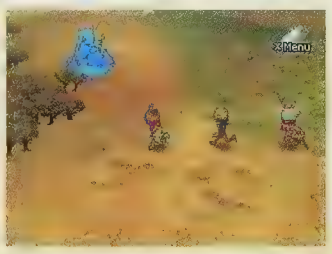
Stock up Now

If you don't already have a healthy supply of medicinal herbs, magic water, and whatever else your party might enjoy, return to Wormwood Creek for a moment and buy everything in sight.

You won't want to make it two-thirds of the way to Upover only to be stopped because your party runs out of HP/MP.

After going across the bridge of light, take your party south. This quickly gets your group into Wyrmwing. If you're well-stocked on items and can afford a few extra rounds of fighting, search around the map for spare alchemy items (refer to the map to help locate the valuable sites).

When you're done, use the exit on the western side of the map to leave. This puts your party back into Wyrmtail, but everyone is now on the far side of the mountains. The entrance to Wyrmsmaw (yet another map) is located in the hill north of your position. Climb the stairs there and enter the new region.



Go north as far as you can in Wyrmsmaw and turn right when you're near the top of the map. There is an entrance to another region, but you should ignore that for the moment. Instead, circle in toward the center of the map. It's a fairly linear route, so you aren't in much danger of getting lost.

Climb the stairs into Upover when you arrive.

TONS OF FIGHTING, FEW REWARDS

You encounter dozens of monsters on the way to the next town, but most of them are only important if you're looking for specific items that they drop (such as royal soil from the drakularges).

This isn't a place where most players should be leveling up extensively. If you need more than a half level or so, wait until you've hit Upover and then find a more suitable leveling spot. The lower floors of the Bowhole are great areas for leveling. Simply killing one liquid metal slime garners you enough experience to equal 10-15 minutes of solid fighting. That makes up for a number of lesser fights, and those are still worth some experience while you're waiting for another liquid metal slime to appear.

All that said, there are still enjoyable targets if you're in the mood for fighting. Bagmas are worth a tidy little sum of XP; they call for help and die as quickly as their buddies arrive. Be careful of their Inferno breath. Its damage is high, but you won't see it often. Thank goodness for that.

Sootheslime groups die awfully quickly as well. If you're in a position where battle is almost unavoidable, opt for weaker targets like this to ensure that you aren't bogged down by longer fights.

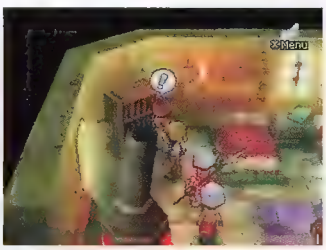
Upover

YOU WON'T FIND ANY GITS AROUND HERE

Upover, as you soon learn, is a town with a proud tradition of rebellion. The Gittish Empire tried to overrun Upover three centuries ago, but with a mix of superior weaponry and heavenly assistance, the people of Upover won.

The townsfolk know of a black dragon from that time, but they believe that their benefactor (who lives at the top of the Magmaroo) defeated this dragon. It sounds like you'd benefit from meeting this ancient leader.

Search the town thoroughly. The stores have amazing merchandise. You might need to go elsewhere and build a supply of coins before purchasing even half of what you need, but window shopping is still rather fun.



Learn a few new recipes while you're here. Search the mayor's house as well as an unmarked building stationed in the upper left. By now, your party is beginning to learn how to create amazing things.

Climb down the well and talk to a spirit dancer. He'll teach you the Sultry Dance move. Be careful about using it in mixed company; maybe that's what got this guy in trouble!

You can find three treasure chests in Upover. The two blue chests are located in the item shop and in another unmarked house on the left. The only red chest is in the weapon shop, and that contains a **mini medal**.

ITEMS OF IMPORTANCE

- Mini medal (inside the weapon shop)

OBJECTIVE LIST

- Talk to the mayor about getting access to the Magmaroo
- Leave the mayor's house and then talk to the guard nearby
- When the guard steps aside, have your party enter the Magmaroo

UPOVER ITEM SHOP

ITEM	COST (GOLD PIECES)	ITEM	COST (GOLD PIECES)
Medicinal herb	8	Evac-u-bell	28
Strong medicine	36	Holy water	40
Antidotal herb	10	Angel bell	90
Strong antidote	38	Magic water	500
Moonwort bulb	30	Coagulant	90
Chimaera wing	25	Tangleweb	35

UPOVER WEAPON SHOP

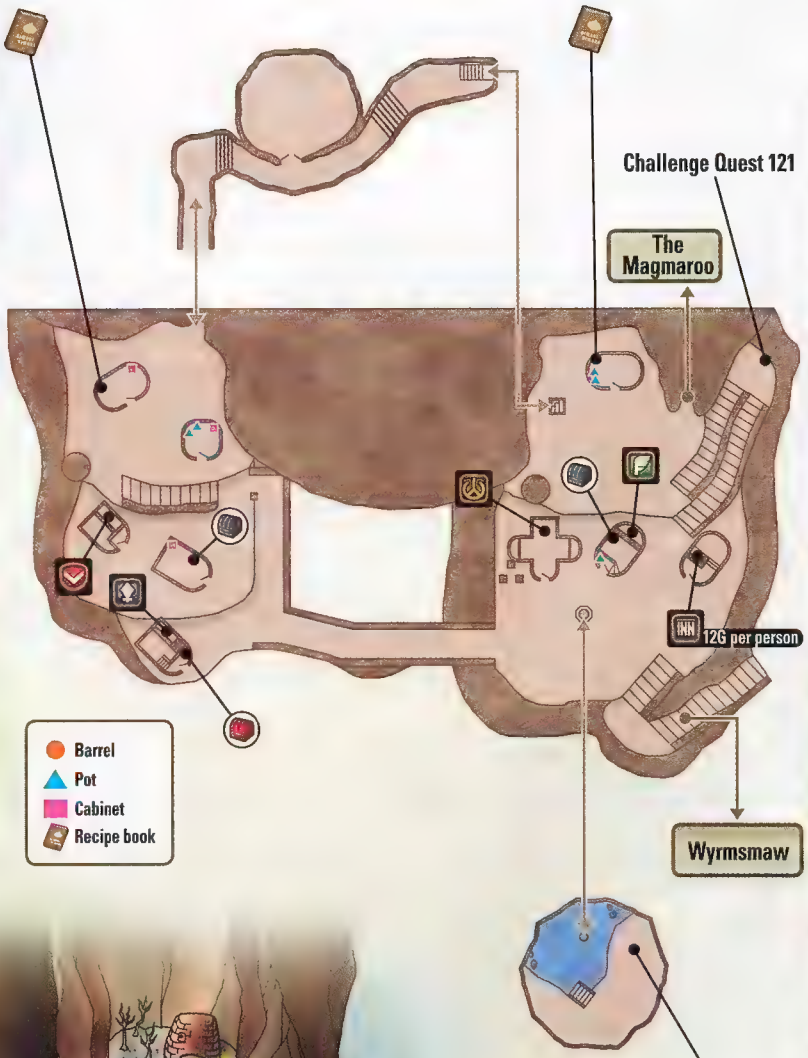
ITEM	COST (GOLD PIECES)	ITEM	COST (GOLD PIECES)
Fire blade	21500	Stellar fan	12000
Lightning lance	19800	Moon axe	8800
Sword breaker	15500	King axe	16000
Magical mace	17000	Giant wrench	7900
Dragontail whip	14000	Terra tamper	15000
Mistick	16500	Swallowtail	9600
Sadistick	26500	Gusterang	14800
Dragon claws	14500	Blowy bow	12000
Fire claws	21000	Great bow	31500

UPOVER ARMOUR SHOP

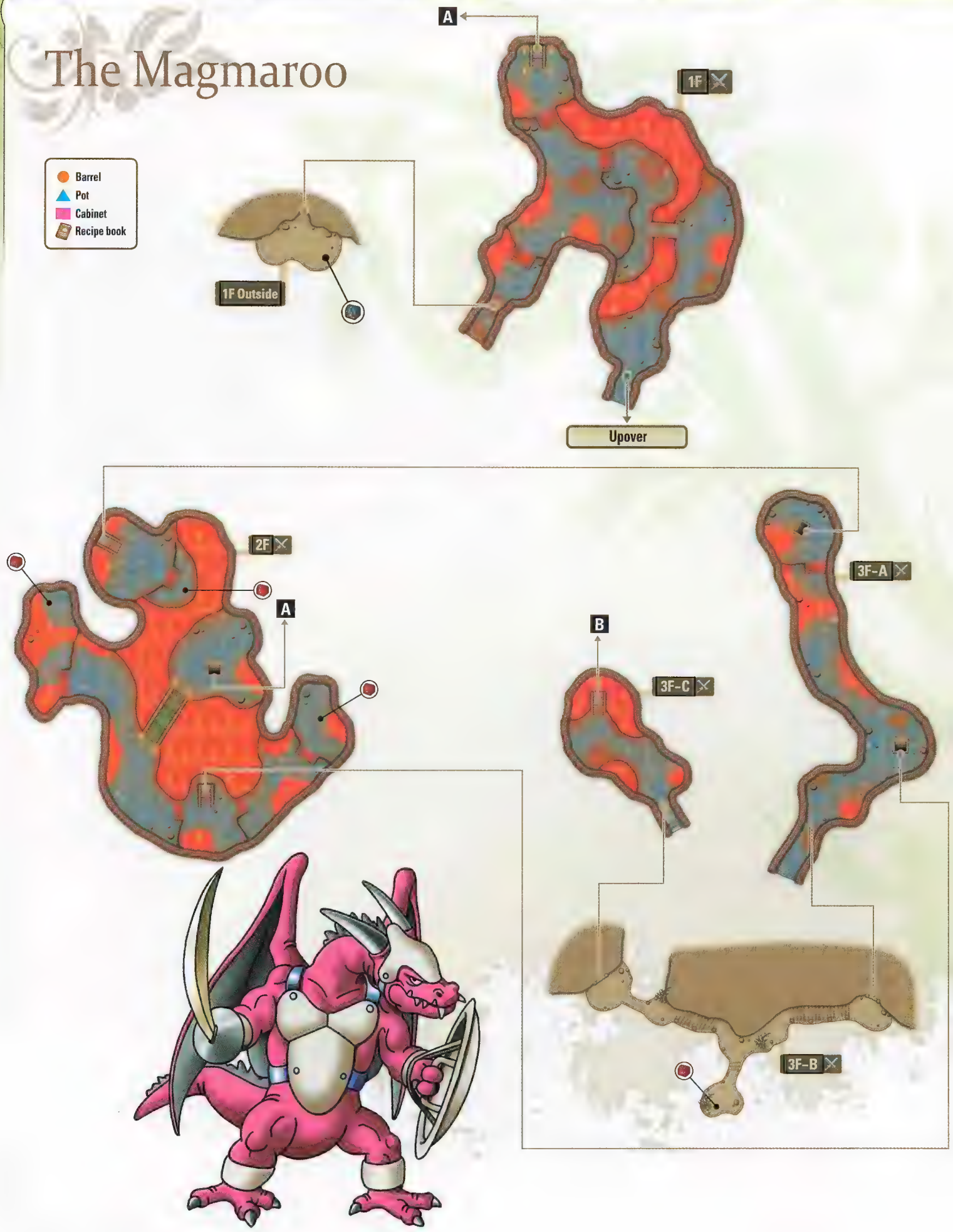
ITEM	COST (GOLD PIECES)	ITEM	COST (GOLD PIECES)
Dragon shield	9800	Flowing dress	18000
Tempest shield	12500	Light gauntlets	4200
Power shield	17000	Battler's bracers	3300
Mythril helm	16800	Mayoress's mittens	2800
Steely sweatband	15500	Glommer's gloves	3400
Magical hat	6400	Battle britches	3120
Dragon mail	11500	Seabreeze skirt	6800
Mirror armour	22500	Hiking boots	4600
Dark robe	13500	She-fu shoes	2050

Notice that you can go between the upper sides of town using the basement area (the stairs are out in the open). Talk to the man in the only room down there. He makes Drunken Dragon, the primary inebriant for the region. It's rough stuff!

When all is well, talk to the mayor (he's in the building on the upper right side of town). He'll give you permission to enter the Magmaroo. Leave the house after you're done. Finish any business you have in Upover, and then enter the cave outside the mayor's house. When you're ready to proceed, talk to the soldier that guards the Magmaroo. He'll step aside once he knows that you have the mayor's permission.



The Magmaroo



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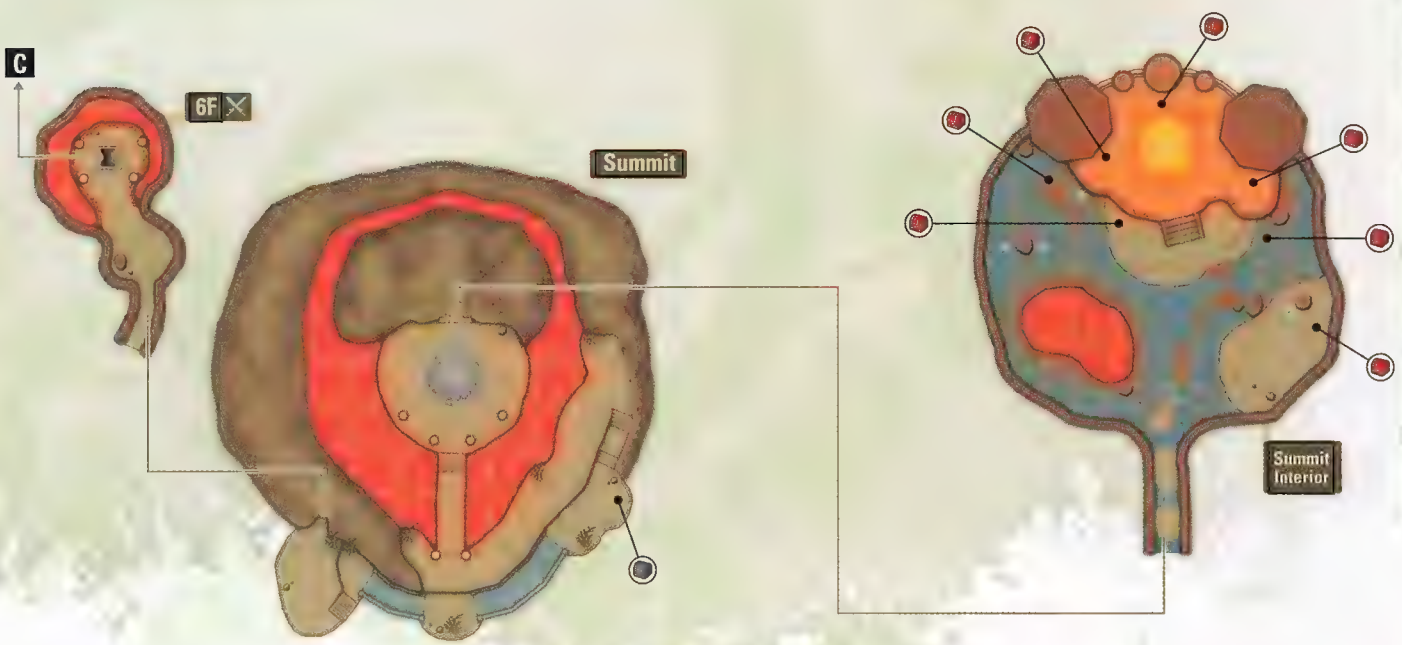
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MONSTERS IN THIS AREA

160 BAGMA

HP: 120 XP: 840
GOLD: 102G PG: 275

166 MANDRAKE MARAUDER

HP: 172 XP: 1760
GOLD: 124G PG: 275

164 CORRUPT CARTER

HP: 155 XP: 1550
GOLD: 120G PG: 275

167 MEGA MOAI

HP: 180 XP: 2100
GOLD: 144G PG: 275

161 GOLEM

HP: 300 XP: 1700
GOLD: 174G PG: 275

269 GREYGNARL

HP: 2280 XP: 15500
GOLD: 0G PG: 289

169 GREEN DRAGON

HP: 245 XP: 2200
GOLD: 120G PG: 276

171 STENCHURION

HP: 160 XP: 1380
GOLD: 122G PG: 276

163 HELL NIÑO

HP: 125 XP: 960
GOLD: 108G PG: 275

181 FRIGHT KNIGHT

HP: 226 XP: 2180
GOLD: 180G PG: 277

165 LIVE LAVA

HP: 165 XP: 1620
GOLD: 110G PG: 275

184 AGGROSCULPTURE

HP: 220 XP: 2280
GOLD: 132G PG: 278

168 MAGMALICE

HP: 200 XP: 2000
GOLD: 160G PG: 276

RECOMMENDED LEVEL: 32 TO START (34 TO PROCEED)

ITEMS OF IMPORTANCE

- 1,500 gold coins (in the upper left side of L2)
- Seed of defence (in the lower right side of L2)
- Mini medal (at the top of L2, when you come back down into the area)
- Saint's ashes (on the southern ledge of L3)
- Hades' helm (on the bottom right side of L4)
- Safety shoes (in a small cave at the bottom of L5)
- Dragon warrior helm, armour, gloves, trousers, and boots (a reward for allying yourself with Greygnarl)

OBJECTIVE LIST

- Climb to the summit and meet Greygnarl, Hero of the Heavens
- Fight for survival after a case of mistaken identity
- Leave the summit after the battle, then Evac to Upover and see what has happened in your absence
- Rest, if needed, and then confront the armoured men at the base of the area
- Defeat these attackers and rest afterward
- Talk to the old woman outside of the Magmaroo
- Go down the stairs near the mayor's house; talk to the man who runs the brewery, and get some Drunken Dragon
- Zoom back to Stornway and leave your companions at the inn
- Zoom to Upover and talk to the old man again when your hero is the only remaining party member
- Zoom to the summit of the Magmaroo, where your hero receives a Gittish seal from Greygnarl
- Fight the aggrosculpture that arrives
- Take the dragon warrior equipment that Greygnarl gives your hero and equip all of it
- Talk to Greygnarl again and watch the scenes that follow

DON'T STEP ON THE CARPET; THE CARPET IS HOT LAVA!

Watch your step in the Magmaroo. The entire dungeon is filled with heat, steam, and lava. Walking onto the wrong spot deals damage to all of your party members. This won't tax your resources too heavily, but why waste herbs and MP?

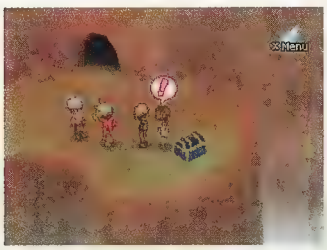
FEEL THE HEAT

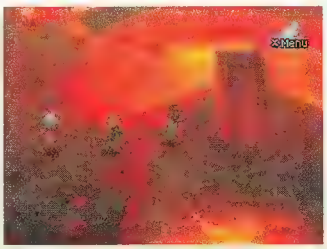
The Magmaroo has quite a few floors, so it takes moderate time to complete. Keep your eyes focused on the map and plot your party's path through each floor before taking a step. This reduces wasted time and makes it much easier to understand how to avoid excessively walking on lava.

The first floor doesn't have too much to worry about. Search in the lower left for a blue chest. The chest is located inside a tiny cave. Jump in there, steal the easy loot, and get back out. Then, look at the top of the cave for the stairs that lead up.

Walk across a bridge and search the left side of this map for a red chest with **1,500 gold coins**. Your party must walk across a trivial amount of lava to get to it, but that's no big deal.

Go down to the lower edge of the map and swing to the right. Grab a **seed of defence** from a chest over there. Take that before you use the stairs up to the third floor (they're in the bottom center of the map).





LEVEL THREE AND BEYOND

You won't be on the third floor for more than a moment. Take the northern route in this corridor and use the stairs that lead back down. These let you loot the final red chest from the second floor. This chest features a **mini medal** inside.

Climb back to the third floor and go all the way south, onto a ledge. Walk left on the ledge, open a red chest that contains **saint's ashes**, and continue to the far side of the map. Go all the way to the next cave. The stairs within take your group up to the fourth floor.

The next level is the only one that seems complex. Give it a moment before you start moving around. Nearby, look for a set of three pots that are somewhat hidden from view. They're positioned to the left of the small stairs near your starting location. Go under a bridge to loot these, and then return to the small steps.

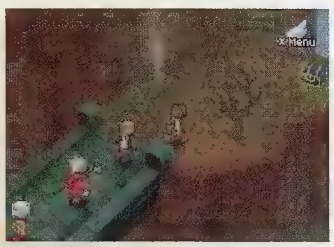
Climb to the overhanging section of the map and push forward from there. You won't have to make any more weird moves; the level involves a lot of shifting up and down, but it's all in a fairly direct fashion.

If you REALLY want to know the specific directions, the following instructions will help. Climb the small stairs and take the lower path to the left. Descend another set of small steps at the end of the passage and look along the right side for a red chest, which contains a **Hades' helm**.

Go to the bottom left corner and work your way to the top from there. Stairs soon lead up to the fifth floor.

NEARING THE SUMMIT

The fifth floor is extremely small. Go to the bottom of the map, search a cave for a **pair of safety shoes**, and then take the stairs on the bottom right to proceed.



Leave the cave at the top. You're now at the summit of the Magmaroo. Search along the right wall while you're making your way to the center of the area. There is a lonely blue chest that needs a friend. After opening that, Heal your party to full health and prepare to meet Greygnarl.

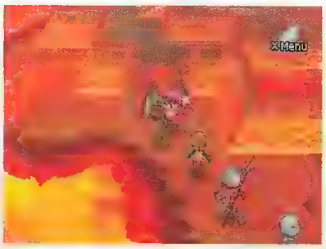
The meeting doesn't go exactly as planned.

MONSTERS THAT ARE BURNING TO MEET YOU

Almost all targets in the Magmaroo are high-end. Look forward to enemies with substantial health, frequent area-of-effect attacks, and reasonable experience rewards. Anything that you can equip to reduce fire damage is a good thing.

Hell niños are incredibly fast. You see them throughout most of the dungeon, and those cloud beasts use a mix of melee and light-to-moderate area of effect damage. Utilize late-round heavy hitters to kill them. Save faster characters for enemies that you have a chance to eliminate before they can make their own attacks.

Mandrake marauders can inflict impressive damage; that's especially true if you wound them instead of killing them before their round arrives. The marauders tend to focus on their attacker (and they'll get a chance to double attack or even call for help). Bring them down with a flurry of attacks executed close together. This reduces the chance for double attacks.



Mega moai often show up alone. Their area of effect stomp is nasty, but that's about all they have. Focus fire on them for a brutally fast kill.

Magmalice are wicked. Their Fierce Fire hits everyone fairly well, and their high health makes it difficult to drop more than one of them a round unless you have substantial magic to throw around. Leave them alone until all other targets have been eliminated.

Live lava are great for experience. They don't cause heavy damage and it's easy to kill them. Sure, they can defend, but it doesn't make much of a difference if you have multiple melee attackers.

Corrupt carters are another one of the easier targets. They waste too much time casting Kabuff. By the time it's up, the carter should be about to die anyway. Have your faster characters target them immediately to score damage before their damage resistance activates.

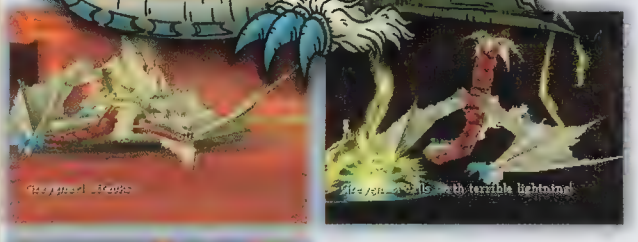
HOW CAN YOU BEAT THE BOSS FIGHT? EASY. JUST WING IT!

Greygnarl won't listen to reason. Your party must beat on him for a while to show that you aren't chumps. Defeat the dragon on his own turf, and don't feel too guilty about doing it; he's old and cantankerous. This is exactly what he needs.

GREAT GREYGNARL, HERO OF THE HEAVENS

Greygnarl is a single attacker with relatively modest damage output. His melee is sufficient, but it rarely bursts to a high level. Special medicine or a single dedicated healer can make up a lot of ground in this fight.

For damaging the entire party, Greygnarl mixes Fierce Fire (which isn't too dangerous) with terrible lightning. The latter is the ability to worry about. It inflicts more damage, and Greygnarl uses it somewhat regularly later in the fight.



If you have a party that is heavy on healers, you won't have a probably maintaining yourselves. If not, race for a fast victory and outpace the dragon's damage. That's easy if you have special attacks that help the cause (Dragon Slash is a clear winner, Propeller Blade is as good as usual). Have other characters augment the best attackers' damage to increase these advantages. A warrior with Dragon Slash (from Sword) and Frost Fource (an armamentalist ability) can rip Greygnarl in half.

Because most of the boss' damage is magical, it's not worth your time doing much work with Buff. Raise party damage instead and win this fight as quickly as possible.

The old woman from the mayor's house shows up as you defeat Greygnarl. She'll talk the dragon down until he realizes that your party probably isn't there to kill him. Even still, he won't help your cause and he doesn't believe your story about the black dragon.

It's a problem that you can't do anything about. Leave the summit. When those scenes are done, Zoom back to Upover.

BACK IN TOWN

Rest as soon as possible, redistribute medicine, and find out what's going on. The townsfolk are in a buzz because of the arrival of three men in armour. The newcomers are at the southern edge of town; they're threatening to shred everyone for various nationalistic reasons. You aren't going to let them do that, are you?

Approach the knight in the middle of the group. Talk to him and begin another major confrontation.

THE FRIGHT KNIGHT

181 FRIGHT KNIGHT
HP: 226 **XP:** 2180
GOLD: 180G **PG: 277**

Two stenchurions are flanking their leader. These lesser enemies have moderate attack power and fair health. The fright knight is considerably tougher, but he's still not quite a full boss.

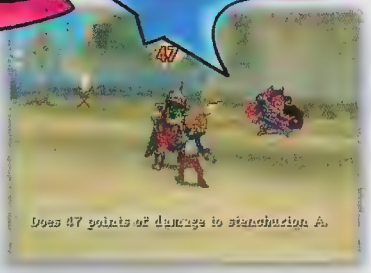
The safer strategy is to target the stenchurions, each in turn. Use area of effect spells against the entire group while your melee attackers bring down the undead.

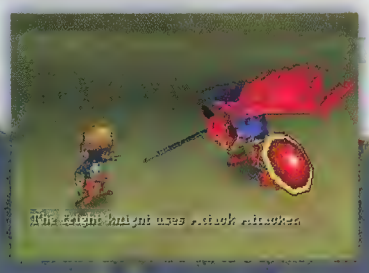
The fright knight loses some damage potential when his underlings go down. Not only is their damage taken out of the fight, but also the knight starts wasting attacks trying to Zing them back to life. This often won't work, so your party gets another advantage.

During his round, the fright knight can use Attack Attacker. This deals direct damage to a single target and reduces the character's damage output in melee. It's a pain, and the fright knight loves to use it.

Sometimes the boss raises his Tension as well, but that's not something you see often. It also won't make a major difference in the encounter.

The fright knight's high defense and ability to block make him hard to defeat without characters that are dedicated to damage. Warriors and martial artists are great. Mages are fine too. The medium damage vocations suffer the most from this. Priests, armamentalists, and minstrels have a hard time here. Have them shoulder the burden for healing, item use, or damage-raising abilities.





After you defeat the fright knight, Lieutenant Hootingham-Gore comes down. Watch the next scene. The village inhabitants calm down after it's over. Climb back up to the Magmaroo and talk to the old woman outside the entrance. She'll let you know that the dragon wants to talk to your hero—alone.

Zoom back to Stornway and drop off your extra party members. Return to Upover and go into the brewery; it's reached by climbing down the stairs located to the left of the mayor's house.

Ask the guy who runs the brewery for some Drunken Dragon. He'll oblige, and your hero should take the drink up to Greygnarl. Zoom all the way there to avoid problems. The Magmaroo Summit is on your list of allowable Zoom locations now.

Greygnarl gives your hero a Gittish seal. He also says that he'll give you several powerful pieces of armour. But this all gets interrupted when an aggrosculpture arrives, threatening your hero and Greygnarl.

Fight this enemy and destroy it!

KILLING THE AGGROSCULPTURE

The aggrosculpture doesn't have much health, but its damage output isn't bad. You won't want to trade blows with the fiend for long. If you think your hero may have problems come here with a more combative vocation.

Use your most damaging attacks each round. Either rely on abilities that heal as they damage the target (e.g., Miracle Slash), or go for pure aggression. Both techniques are dependable.

After winning, your hero is given the dragon warrior gear that Greygnarl mentioned earlier. Put all of it on, and then talk to the dragon. He'll fly your hero into the heavens. A great confrontation ensues.

When it's over, your hero arrives at a dungeon known as the Gortress.

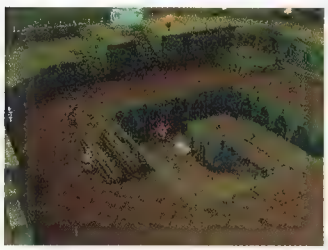
The Gortress

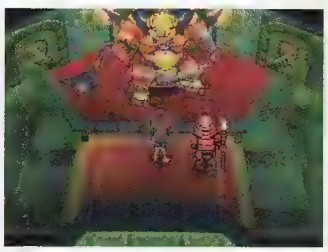
NAME, RANK, AND SERIAL NUMBER

For a brief time, you won't be able to Zoom around or complete any side quests. This section doesn't take long, so you can blow right through it if you're worried about being constrained.

In any event, your hero is taken to the Gortress. The enemies forget to take your equipment (yay), so that's not a concern. Similarly, you get to keep all your money.

Let the Lieutenant have his chortling for a while. When he stops, your hero is taken to a holding cell. Talk to another prisoner before you get some sleep. Wake up the next morning and climb to the main yard of the prison.





Up top, you meet the guy who was talking earlier. His name is Sterling, and he seems like a stand-up fellow. He doesn't accept that everyone in the Gortress is doomed to die there.

As a way of introducing your hero to the place, Sterling tags along and points out the key spots as you approach them. Examine all of the following areas to continue:

- The boneyard
- Any of the shields
- The gallows
- The wheel of suffering
- The southern exit

You find the boneyard on the left side of the map. This is where people are buried after they've died in the Gortress. There are plenty of graves already, and who knows how often they pile multiple people into the same spot?

The energy shields prevent prisoners from leaving (to the south) or approaching the guard areas (to the north). Oddly, your hero can go through these at will. After a moment, Sterling and your character realize why that is. It's nice to have some good news.

ITEMS OF IMPORTANCE

- The ultimate key (1) of the Gortress!

OBJECTIVE LIST

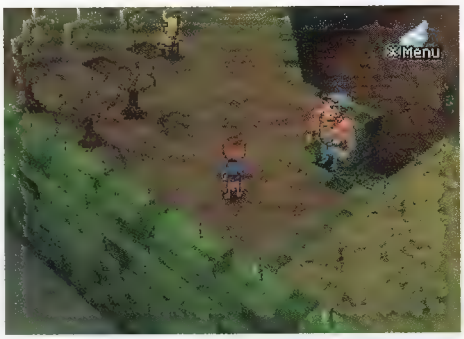
- Watch your hero's introduction to the area (you are automatically taken to a cell afterward)
- Leave your cell the next morning and then head to the main yard of the prison
- Talk to a large man named Sterling, who offers to show you around the area
- Examine the following spots: the boneyard (upper left), one of the shields (upper side), the gallows (up top), the wheel of suffering (on the right), and the southern exit
- After walking around on your own, save and shop, then talk to Sterling again when you're done
- Rest and then approach the gallows the next morning
- Equip your hero after the fighting starts; leave the Gortress, Zoom to Stornway, and get your party back together
- Return to the Gortress and assault the guard tower at the top of the map
- Kill the lethal armour inside and turn off the shield generator
- Talk to Sterling outside and follow him into the solitary confinement area
- Confront Lieutenant Goreham-Hogg
- Loot the ultimate key from the nearby chest and go downstairs afterward
- Free all of the prisoners before leaving with Sterling

MONSTERS IN THIS AREA

176 LETHAL ARMOUR		270 GOREHAM-HOGG	
HP: 194	XP: 1680	HP: 2470	XP: 17500
GOLD: 164G	PG: 277	GOLD: 3550G	PG: 289

GORTRESS ITEM SHOP

ITEM	COST (GOLD PIECES)	ITEM	COST (GOLD PIECES)
Medicinal herb	40	Holy water	200
Antidotal herb	50	Angel bell	450
Chimaera wing	125	Magic water	2500



The gallows are exactly what you'd expect. Hopefully you won't become more intimately acquainted with them. They're in the center of the yard, above the entrance to the cell block.

Look on the right for the wheel. It's powering something important, so you know it has to get trashed or disrupted sometime soon.

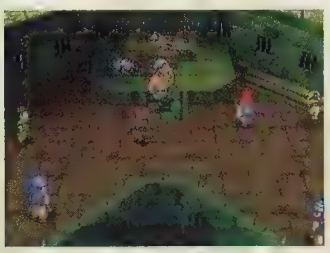
Finally, the exit outside lies to the south. You can't leave quite yet, but Sterling already has a plan forming. Trust him!

WHAT NEXT?

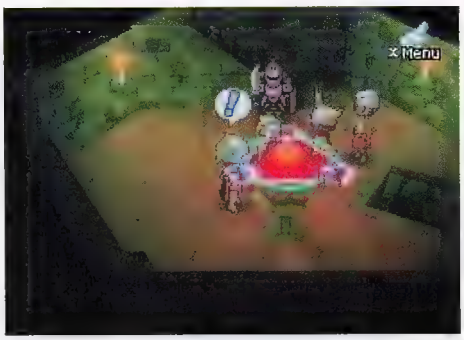
Sterling finishes his tour and tells you to explore on your own for a bit. There isn't too much to do. Shop at the modest item store if you like, or visit the priest on the left side of the yard. There isn't any good treasure to loot yet, so you might as well talk to Sterling again as soon as you're ready to advance.

Sterling tells you to bide your time. Get another night's rest. After waking up the next morning, approach the gallows. There are doins a-transpirin'!

An important scene follows. Watch everything that happens. When it's done, equip your hero and then leave the Gortress. Zoom back to Stornway, call your party back to duty, and return to the Gortress. It's payback time.



Go through the shields in the upper portion of the yard and lead your party into the watchtower at the very top. Climb to the second floor of the watchtower; try to use the machine in that small area. This provokes a lethal armour to attack your party.

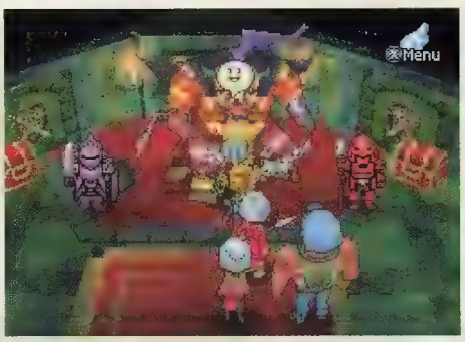


Fight him and kill the creep. He doesn't have much health, so have your group use their best attacks to bring him down quickly. You get to rest soon after this fight, so there is no reason to conserve anything. If the lethal armour gets to summon a cureslime, switch all attacks to the newcomer (its Fullheal spells can be quite troublesome if you don't kill it).

After the fight, stop the shield generator and go back outside.

Talk to Sterling again. He'll push forward into the solitary wing; its entrance is underneath the guard tower. Follow him without delay!

Just inside the door, search for a healing field. Step into it for full restoration of your characters' HP/MP. Your people still feel hungry, but that's normal for devices of this nature.



Climb down either set of stairs in the room and search the level below. The left wing features a recipe list in a bookcase, and the right side has the kitchen and a couple of pots. You can find two red chests up top, but you need to win a major battle to get to them. Sterling is waiting there, and he's glad to see you.

DOES SOMEONE SMELL BACON?

Lieutenant Goreham-Hogg is guarding the chests. Sterling has the guts to stand up to the Lieutenant, but he can't actually fight the prison boss on his own. That's your party's job. Engage the big pig and bring him down.

LIEUTENANT GOREHAM-HOGG

270	GOREHAM-HOGG	
	HP: 2470	XP: 17500
	GOLD: 3550G	PG: 289

This is one of the shortest boss fights in the game. You're either going to win fast or lose big time. The Lieutenant is all about damage. He can't resist magic well, his health isn't that high compared to your party's current damage output, and his defense is laughable.

To make up for these weaknesses, the Lieutenant has ludicrous area of effect damage and occasional single-target critical hits that are also a sinister threat.

The greatest concern for any party, especially one without a higher-level priest, is when the Lieutenant swings his ball and chain. This area of effect deals over 60 damage to every party member. It's reliable, and you see it every few attacks. Awfully mean.

The Lieutenant's single attacks are usually feeble, but his criticals have enough burst damage to take down anything short of a character near full health.

So, unless your party has wicked healing or a great supply of medicine on-hand, it's essential to raise your damage output as quickly as possible. Double Sap Goreham and use any abilities to raise your melee characters' direct damage for the next few rounds.

Keep your eye out for useful coup de grâce moments. Goreham's high damage is likely to trigger at least one of these for your characters, and anything with high survivability or high damage output is a godsend. If you have a warrior that gets a coup de grâce, life is extremely good.

If you haven't kept up with leveling or armour upgrades, this fight has a tendency to expose your weaknesses. High health characters make up for that, so change vocations to make your party as solid as possible if you're worried about any weak links.

WRAPPING IT UP

After you turn the boss into bacon bits, search the chest on the left. Take the **ultimate key** while Sterling recovers a whistle from the other chest.

Go upstairs and heal your party. Then, proceed down to the basement with Sterling and release the four prisoners at the bottom. Talk to each one in turn and speak to Sterling again when you're done. Watch the scene that follows.

You've liberated the Gortress. It's time to take another ride on the Starflight Express. People at the Observatory need to be told what's happening down below.

The Realm of the Almighty

A Meeting at the Observatory

OBJECTIVE LIST

- Talk to the recovering celestrians
- Descend to the second floor of the building and talk to Apus Major
- Climb back up to the fourth floor and talk to Apus Major again at the entrance to the Starflight Express
- Board the train and tell Sterling to head out

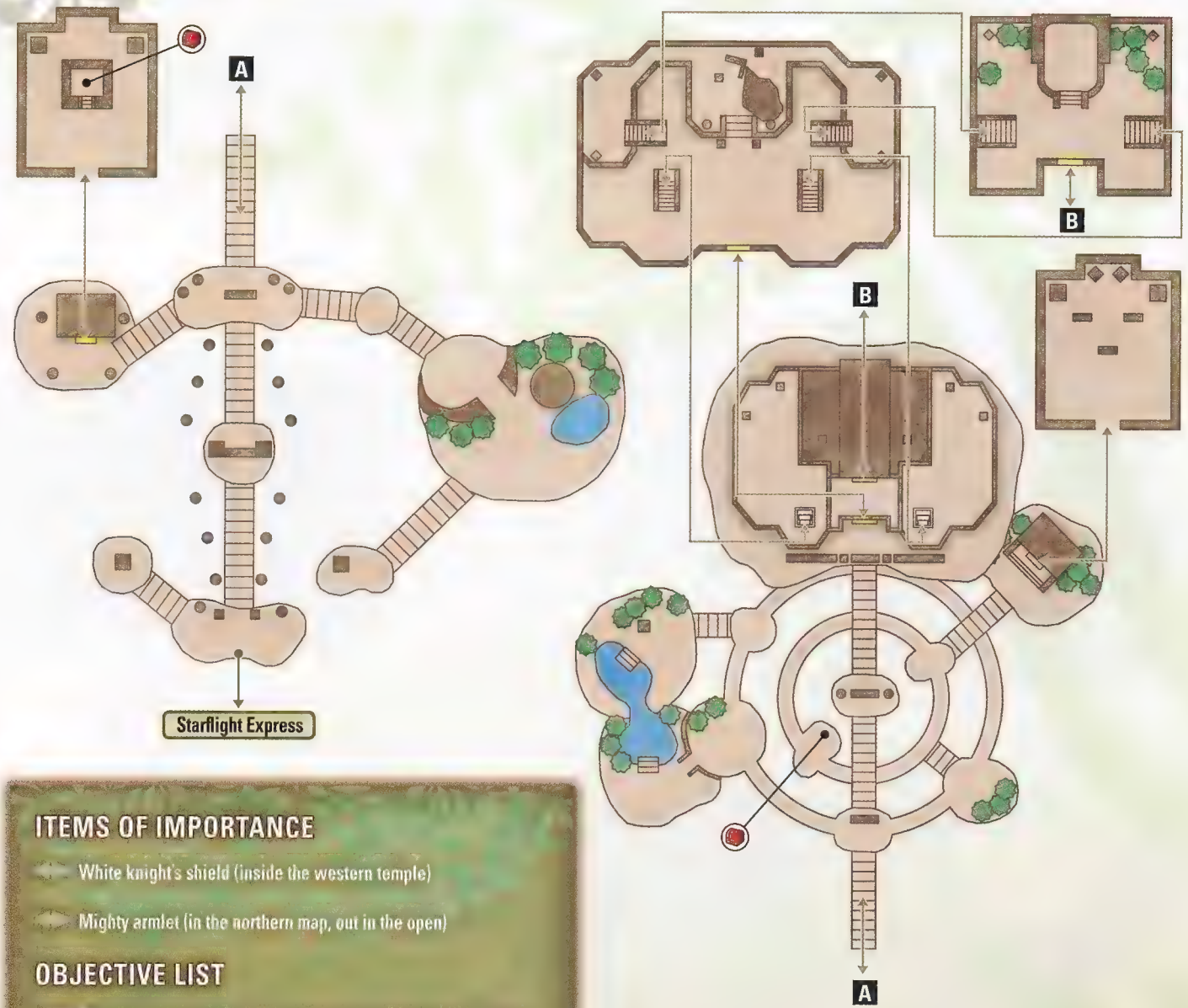
ALL ABOARD

The scene shifts, and your hero is soon at the Observatory. Currently, you're standing on the third floor, talking to the celestrians that you recently rescued. After they're settled in, leave the room and descend to the second floor of the Observatory.

Go to the top of the map and talk to Apus Major. When he's finished speaking, follow him up to the summit of the Observatory. Interact with him again at the entrance to the Starflight Express. Board the train afterward and talk to Sterling. Ask him to take everyone to the Realm of the Almighty.

And with that, you're off!

Arriving at the Realm of the Almighty



ITEMS OF IMPORTANCE

- White knight's shield (inside the western temple)
- Mighty armlet (in the northern map, out in the open)

OBJECTIVE LIST

- After arriving, talk to Apus, and approach the main door ahead
- Pass through the door, take the northern exit, and climb the light stairway
- Continue up the stairs of light until you reach the main temple
- Search the temple for signs of the Almighty, then watch the scene when your hero approaches the gates on the second level
- Walk up to gates and offer the fyggs
- Meet a powerful force of goodness and listen to her plea
- Talk to Stella and Sterling, then have them take the engine to Gittingham Palace

CLIMBING A STAIRWAY TO HEAVEN

The Starflight Express doesn't have any problems "on the road" this time. Your train arrives safely in the Realm of the Almighty, and everyone disembarks. Talk to Apus Major outside the engine. He'll ask that your hero deliver the fyggs.

Walk north and interact with the main door of the compound. An inscription says that only the pure of heart may pass. Hopefully you've been a good boy or girl this year.

Sure enough, the door opens! Proceed into the compound, but don't go directly to the far end of the map. Search the western temple for a red chest with a **white knight's shield**.

That's a great piece of equipment for defending; you're lucky to get it so easily.

Explore further if you want, but there aren't any people to talk to in this map, nor is there any more treasure. Go through the northern exit.

A chest in the second map holds a **mighty armlet**. Get this by taking the rainbow bridges. Walk right, take a few steps deeper into the circles, and then walk left on the inner one. That's where the treasure is sitting (it's right out in the open).

Take a moment to look around. Notice the beautiful pool on the left side of the map. You can even climb up to a higher tier, swim in the pool, and ride over a waterfall. On the right side, look for the stairway up to the eastern temple. You don't need to go there, but the markings on a few stone tablets reveal things about the powers that be.

Climb the central stairway and explore the temple at the top of the Realm of the Almighty. Apus Major wants your hero to find any sign of the place's ruler.

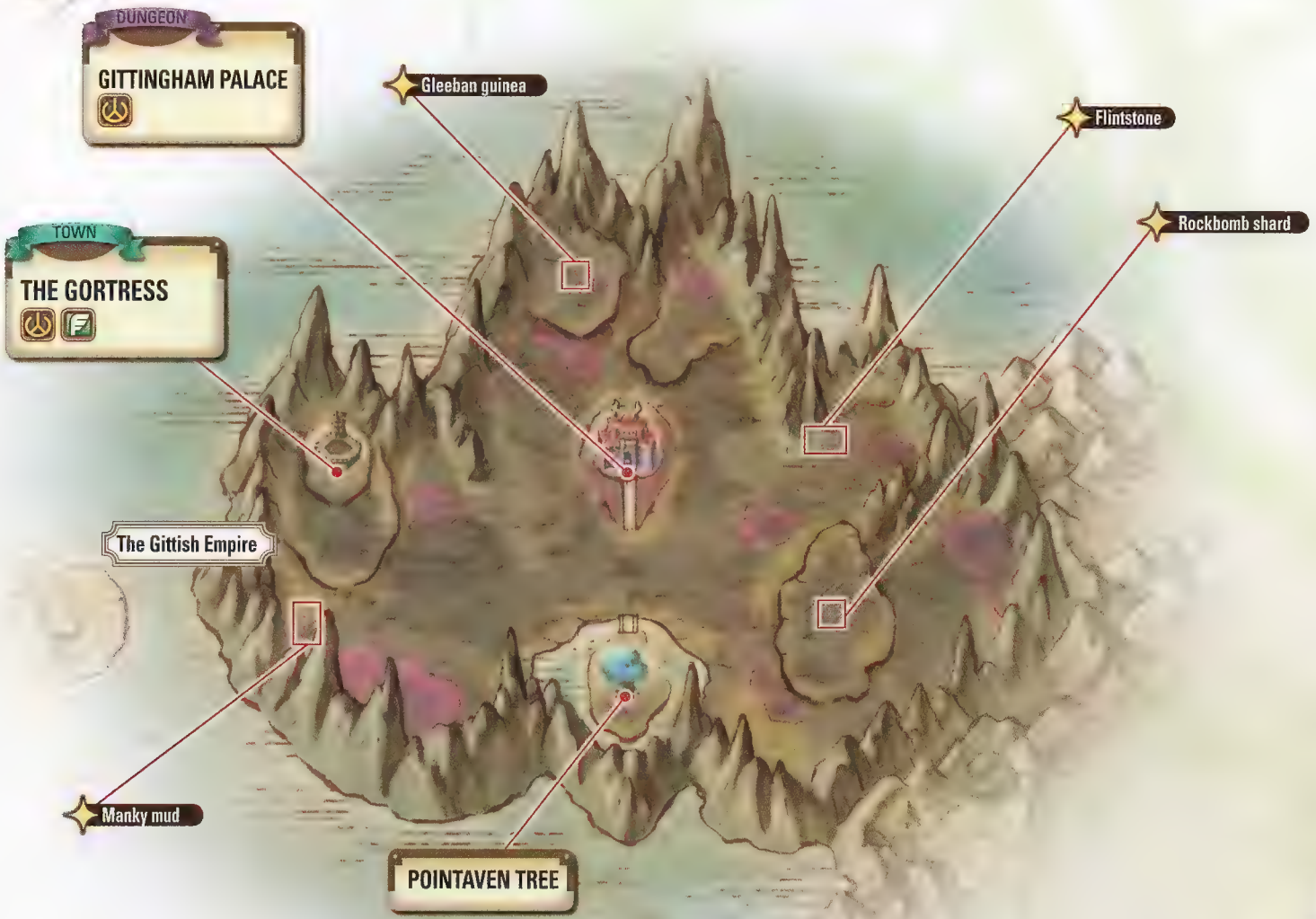
Take the stairs inside the temple and climb up to the higher floor. A set of pearly gates are sealed at the top. Approach these and then offer the fyggs when you are bidden to do so.

The entire group is returned to the Observatory. A goddess appears and explains that she is Celestia. She needs your hero to destroy the Gittish Empire before it fully emerges from the shadows. The idea sound quite reasonable, so why not get on that?

Talk to Stella and Sterling when the scene concludes.Go to the train with them and tell Sterling to take everyone to Gittingham Palace. Victory is within reach.

Dark Emperor's Punitive Expedition

Wandering around the Gittish Empire



RECOMMENDED LEVEL: 34 TO START (38 TO PROCEED)

OBJECTIVE LIST

- Approach the fortress north of the blue tree
- Make sure that your group is properly healed and prepared for a major fight, then enter the fortress

MONSTERS IN THIS AREA

173 DARK SKELETON	HP: 186 XP: 1780 GOLD: 162G PG: 276	174 KILLING MACHINE	HP: 182 XP: 1880 GOLD: 168G PG: 276
175 DREADFUL DRACKAL	HP: 240 XP: 2000 GOLD: 180G PG: 276	176 LETHAL ARMOUR	HP: 194 XP: 1680 GOLD: 164G PG: 277
177 FREEZING FOG	HP: 126 XP: 1360 GOLD: 120G PG: 277	171 STENCHURION	HP: 160 XP: 1380 GOLD: 122G PG: 276
172 GLOOMY GASTROPOG	HP: 144 XP: 1400 GOLD: 118G PG: 276	178 STONE GUARDIAN	HP: 255 XP: 2040 GOLD: 182G PG: 277

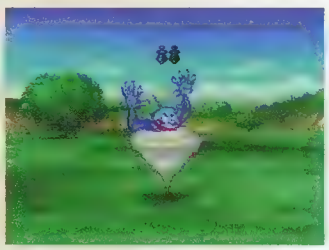
GIT UP THERE

Your party isn't far away from Gittingham Palace, but stop and think about what you're doing. If you feel confident about your party's equipment and power, go ahead and enter the palace (stationed to the north, only a moment away). However, this is a great time to take a break from the story.

A brief scene begins when your group tries to enter Gittingham Palace for the first time. Your allies make sure that the group can get inside without any problems, but that's about all the fire support you can expect. The rest is up to you.

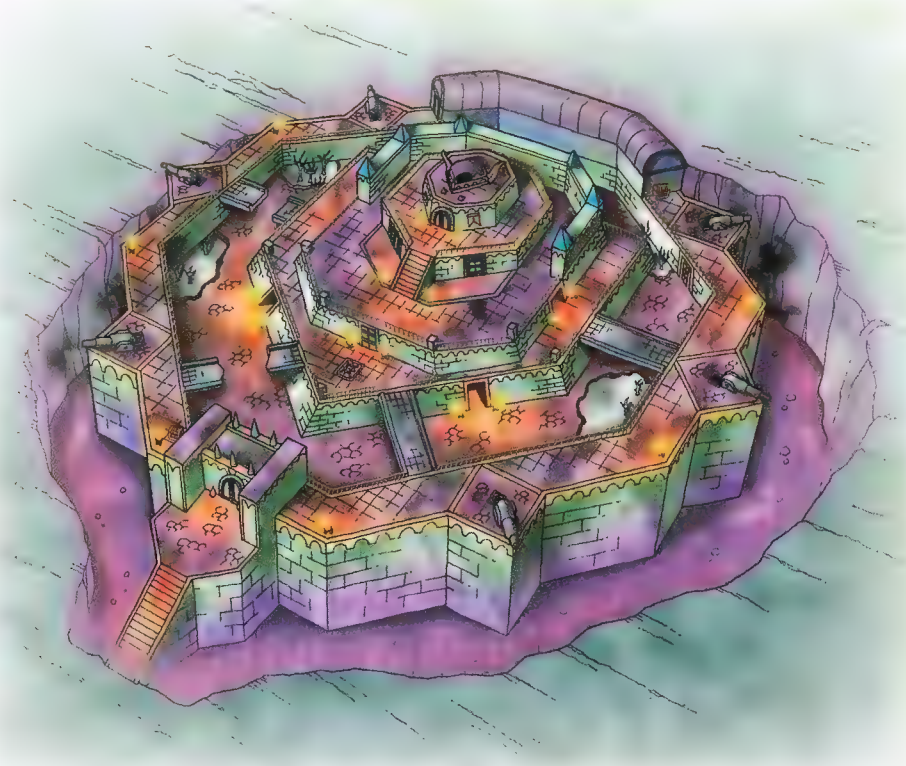
Power Up!

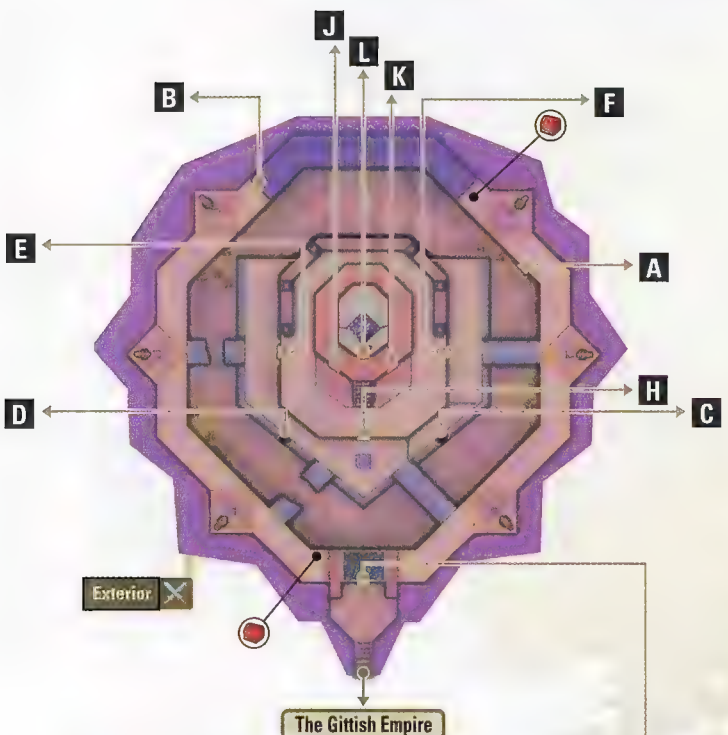
If you have a number of characters around level 38 already, there's no reason to hesitate. If you don't, it might be the best time to hunt for liquid metal slimes and get up to speed.



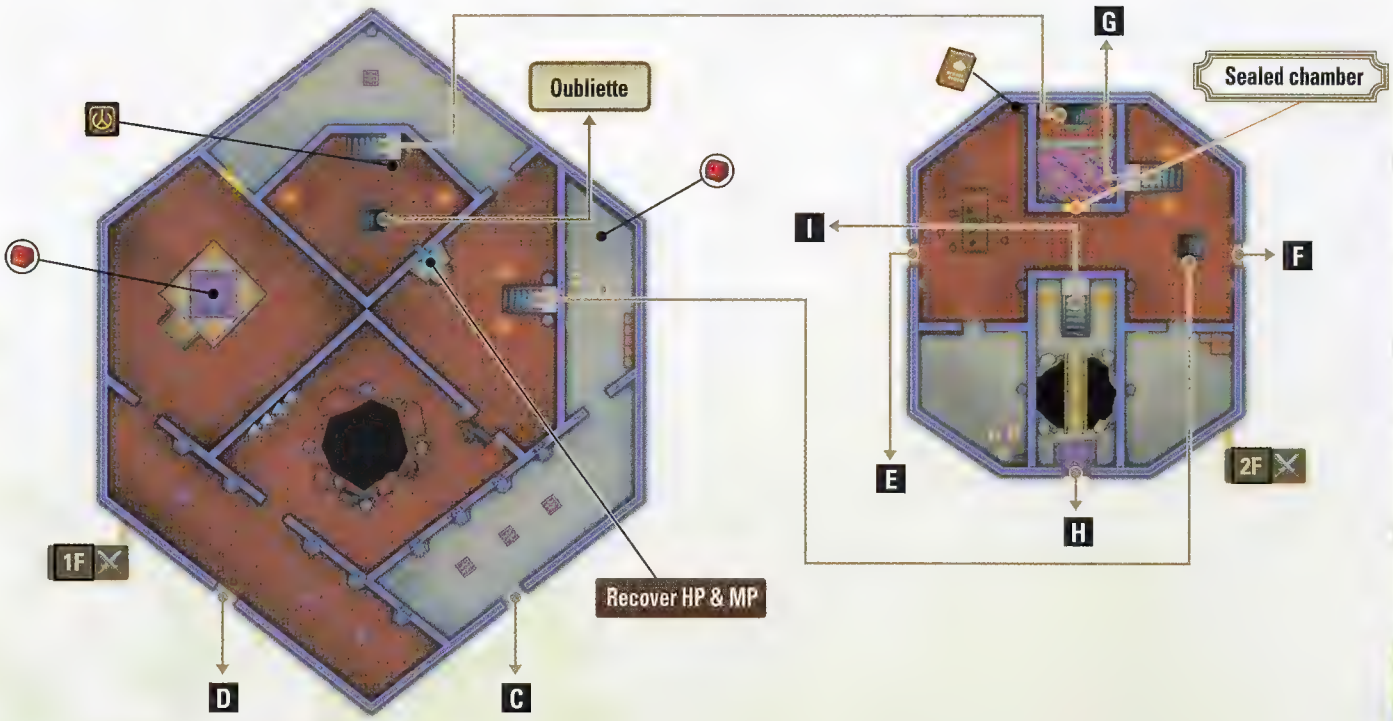
This consideration is especially true if you have a priest in the group. Priests get a spell at level 38 that changes battle dynamics in the flash of an eye. Multiheal gives your priest the ability to hold the tide against even some of the nastiest area of effect damage in the game. Because there is a boss waiting just inside the door to Gittingham Palace, you might want that spell.

Gittingham Palace





Barrel
Pot
Cabinet
Recipe book


Oubliette
Sealed chamber
Recover HP & MP
1F
2F
C
D
E
F
G
H
I

3F
4F
G
I
J
K
L

RECOMMENDED LEVEL: 38 TO START (39 TO PROCEED)

ITEMS OF IMPORTANCE

- Reckless necklace (L1 East)
- Mini medal (L1 East)
- 5,000 gold coins (L1 North)
- Celestial spear (L1 North)
- Mini medal (L1 North)
- Seed of deftness (right side of L1, inside the pentagon)
- Dark shield (upper left side of L1, inside the pentagon)
- Mini medal (on the parapets, south side)
- Seed of skill (on the parapets, north side)
- Mini medal (on the bottom right side of L3)

OBJECTIVE LIST

- Meet Lieutenant Hootingham-Gore and bring his life to its conclusion
- Climb to the top of Gittingham Palace and fight Goresby-Purrvis as well
- Enter the throne room and attack King Godwyn

MONSTERS IN THIS AREA

180 BLASTOAD	HP: 356	XP: 2100	GOLD: 156G PG: 277
171 STENCHURION	HP: 160	XP: 1380	GOLD: 122G PG: 276
179 BOSS TROLL	HP: 496	XP: 2400	GOLD: 98G PG: 277
178 STONE GUARDIAN	HP: 255	XP: 2040	GOLD: 182G PG: 277
204 CANNIBOX	HP: 187	XP: 960	GOLD: 210G PG: 280
182 WIGHT KING	HP: 186	XP: 1680	GOLD: 165G PG: 277
173 DARK SKELETON	HP: 186	XP: 1780	GOLD: 162G PG: 276
271 HOOTINGHAM-GORE	HP: 1854	XP: 18500	GOLD: 4050G PG: 289
177 FREEZING FOG	HP: 126	XP: 1360	GOLD: 120G PG: 277
272 GORESBY-PURRVIS	HP: 2306	XP: 20000	GOLD: 4550G PG: 289
181 FRIGHT KNIGHT	HP: 226	XP: 2180	GOLD: 180G PG: 277
273 KING GODWYN	HP: 1970	XP: 0	GOLD: 0G PG: 289
176 LETHAL ARMOUR	HP: 194	XP: 1680	GOLD: 164G PG: 277
274 KING GODWYN II	HP: 3250	XP: 26500	GOLD: 6000G PG: 289
205 MIMIC	HP: 627	XP: 4120	GOLD: 315G PG: 280

SECURITY AROUND HERE IS TIGHT!

Your buddies barely get a foot in the door before you're accosted. Lieutenant Hootingham-Gore makes himself known; he's upset that you escaped from a Gittish prison, but he doesn't give a hoot about what happened to Goreham-Hogg. Without delay, he'll bring the fight to you. Be ready.

LIEUTENANT HOOTINGHAM-GORE

271	HOOTINGHAM-GORE
	HP: 1854 XP: 18500
	GOLD: 4050G PG: 289

Hootingham is a truly clever boss. He doesn't appear by himself (a rarity for bosses in this game). Instead, he brings two bad karmours to cover his flanks. They'll intercept spells and melee attacks for him until they are slain. Don't go for the direct approach; it takes longer to kill the two bad karmours if they're allowed to block. They end up both taking damage, and neither die quickly.

Instead, attack a specific bad karmour directly on round one. Fight the creature until it's killed, then target the other one. Leave Hootingham-Gore for last, even though he's a pain in the rump.

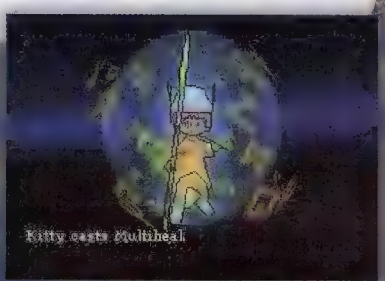
The Lieutenant is a double attacker. He'll usually combine a buff or debuff (Bounce on himself or Eerie Glow on one of your characters) with an attack spell (Swoosh for area of effect damage, Frizzle for single-target pain).

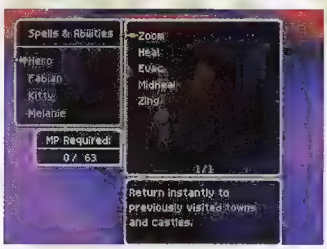
If you don't have Multiheal, this fight is tough. Bring medicine for every character and have spares. Don't skimp! The fight is much longer when you do it this way, but it's survivable.

If you do have a priest that is high enough in level, the fight is significantly easier. Hootingham only has his area of effect damage. None of his other attacks burst for anything. That means that he's a helpless babe when your healer can keep up with the constant, moderate damage.

You probably have at least one person with Wizard Ward. It's an incredibly easy way to resist damage in this battle (or to at least avoid one of the Eerie Light debuffs). Don't be shy about using these early in the fight. They'll pay for themselves nicely, especially for low health characters.

Don't try to stack debuffs on Hootingham; he refreshes his Bounce so often that you're just as likely to pound yourself. This boss has enough agility that you won't be able to attack early in rounds unless you have a character that can Acceleratle the party.





Bury this fool. He'll spout off something about a third Lieutenant, but that won't deter you. If the first two died so easily, the final one shouldn't be much worse!

If you took a fair amount of damage or are low on MP after the boss fight, leave the palace and rest somewhere convenient. Plenty of monsters remain in the region, and they won't go easy on you just because you had a big fight at their front door!

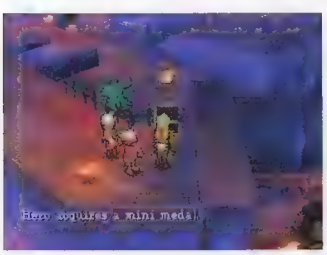
When you're ready, go through the main doors and into the first level. The corridor heads off in two directions. Take the western branch to collect treasure. There are many barrels and pots hidden in the cubbies beside the path. Break these for minor loot, and climb the stairs at the end of the route.

DON'T JUMP! THERE'S SO MUCH TREASURE TO LIVE FOR

Watch out when you take the stairs up. If you step on the carpet to the party's right, it tosses everyone down to the first level again. However, you won't be near the staircase you just used. This throws off the entire treasure run and forces you to go all the way back to the beginning to start over.

Proceed left, out onto the open ledges. Walk along these to get the loot that's coming to you. The parapet to the left leads to a **mini medal**. Return to the northern part of the level and go all the way back to the beginning of the dungeon. You can save some time by dropping into the treasure room via the carpet, but for the sake of clarity, we'll go the long way around!

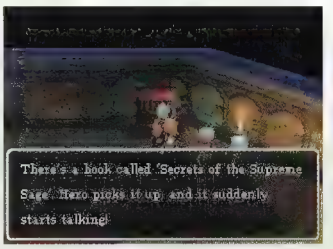
Once your group is back at the entrance to L1 South, take the eastern branch. Go to the end of the route and continue into a map called L1 East. This area has two chests. They're both on the right side, and they contain a **reckless necklace** and a **mini medal**.



Keep going through the corridor to reach L1 North. Ignore the staircase in front of your party and push on through the hall itself. You find a treasure room with three blue chests and three red chests. The latter contain: **5,000 gold coins**, a **celestial spear**, and a **mini medal**.

Now you can climb those stairs, which lead up to a small library and study area. Read the book in the bookcase; it's called "*Secrets of the Supreme Sage.*" This book is where you go for all three of the sage vocation quests. The first quest eventually teaches you how to become a sage. Climb back down the stairs when you're done accepting it.

There is an inner courtyard in the first level. Use the door that faces in toward the pentagon to reach this yard. The door that you're looking for is on the left side of the hall in L1 East.



Continue through the doors into the pentagon to get even more loot. The door on the right takes you into a storage room. This room contains a **seed of deftness** and a couple of barrels. The entrance on the left side of the structure gets you to a chest with a **dark shield**. Go through the archway on the right, just a touch north, after you have the shield. This eventually takes your group to a room that has a resting spot and a staircase that leads up.

MOVING ON

The chamber above the pentagon is disturbingly busy. Monsters appear there all the time, and you can't outmaneuver them easily. Because you can always rest below, there isn't much of a reason to avoid the encounters. Kill your way to the left side of the room and look for things to break and loot to the south, and search for a recipe book to the north.

Use the exit on the right to get out to the parapets again. Search the northern side for a rare **seed of skill**. Go back to the room and use the staircase up to reach another library. This one has two bookcases, and both have recipes for your party!

Take the stairs back down and go outside again. Follow the parapets around to the southern door. This gets you access to a different stairway to the third level. Above, you'll discover two chests.

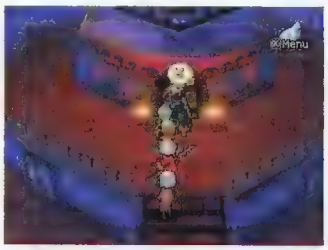
One is blue; the other is a red chest with another **mini medal**. You're starting to get these medals quite frequently now.

Go outside, where the last Lieutenant awaits. Heal your party to full health and then talk to the last of the Triumgorate: Goresby-Purrvis.

LIEUTENANTS AND THE BOSSES WHO LOVE THEM

Goresby-Purrvis is the first in a succession of three boss fights. He's arguably the hardest of the three encounters, so make sure that you have a wealth of supplies before starting the fight.

You won't need anything to cure status ailments. Everything in this fight centers around surviving extreme damage.



Keep a Yggdrasil leaf handy on a couple of characters that aren't your healer. This might come in handy if your healer is the person who bites the dust. Also, put your healer in the back row for this fight, regardless of his or her health.

GORESBY-PURRVIS

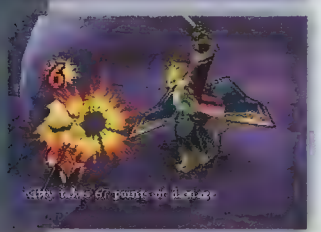
272 GORESBY-PURRVIS
HP: 2306 **XP:** 20000
GOLD: 4550G **PG: 289**

Goresby is a double attacker who believes that his sword should do the talking. He'll often attempt a single-target attack with decent damage (60ish) and then try for something more frightening. His nastier moves involve incapacitation or ludicrous single-target damage.

Multislash is one of the more tepid special moves that you see from Goresby. He'll hit random characters several times. The total damage is moderate, but it never bursts amazingly high. This is easy to heal through.

Kacrackle Slash and Flame Slash don't do anything special either. They hit a single target for moderate damage. Again, it's easy to heal through.

Goresby often does a swift upward slice; this is where the intimidation begins. When the move hits (which frequently occurs), the target loses his or her next attack round, and still takes full damage as well. Make sure that your healer keeps people topped off, because you never know when that caster is going to lose a round.



Even worse, Goresby can "Hack away at a target like a demon." You don't want to see that, and it's not uncommon. This can trigger as often as once every round, though it's normally spread out every two or three combat rounds. This single-target attack does over 200 damage; it can do a fair bit more if you're unlucky.

Multiheal is your best friend. There's a superbly good reason why this dungeon is rated as level 38!

If you don't have Multiheal, see if you can have two healers at the ready (or one healer and another person who is positively loaded with healing items).

This fight is an endurance match. You can't burn Goresby down that quickly. Victory is based on dealing consistent damage to the boss while surviving his return strikes. Don't be overly ambitious. If all four of your characters survive each round, you're that much closer to beating the fight. That's true even if you need to have two characters working together to heal and protect the group.

Buff spells are great, since they help mitigate most of Goresby's attacks. Keep them refreshed as much as possible.

Eventually the great swordfighter collapses into a heap. His nine lives are up, and your group has been successful. Don't go into the room behind the fierce cat. Instead, return to the lower levels and get your party some rest; use the circle on the first floor to do this. The trip costs a few minutes of moving around, but it's worthwhile. Believe it!

When your party gets back to the top, redistribute medicine, magic water, and whatever else you need.

The next two fights are more of a caster's war. Your party storms in against King Godwyn. Approach him to begin the battle.

KING GODWYN

273 KING GODWYN
HP: 1970 XP: 0
GOLD: 0G PG: 289

The first phase against King Godwyn is almost a gimme; his damage output is laughable, and you aren't in grave danger at any point. Keep your group well-healed, conserve magic points (for all characters), and have fun beating on the ugly creep.

Godwyn alternates between single attacks and double attacks. His melee damage is decent, but it doesn't have any special traits. To mix this up, he launches a ball of energy from the top of his staff (hitting two random characters for around 50 damage each).

Heal steadily and keep your damage dealers attacking. It's that simple. Until…

King Godwyn flings the ball from the top of his staff!

KING GODWYN II

274	KING GODWYN II	
	HP: 3250	XP: 26500
	GOLD: 6000G	PG: 289

King Godwyn becomes much more aggressive when you push him into his second phase. This is when the fight gets quite serious. The undying fiend starts attacking twice every round, and his base damage increases by a fair margin.

Godwyn uses a mix of melee and Kafrizz for single-target damage. Then, he unleashes Inferno to wound the entire group. These aren't the best burst abilities in the game, but they're persistent. Don't fall behind with your healer, even if you think you can afford a couple rounds of attacks or augmentation work.

One reason that spells like Buff aren't useful here is that Godwyn starts casting Disruptive Wave. He strips the positive spells off of your characters, making the spells/abilities less useful to cast.

The same can't be said for the King. He'll augment himself constantly. Godwyn uses Magic Barrier to raise his magic resistance, and he casts Kabuff to lower physical damage against him. Because he also blocks attacks occasionally, it's awfully hard to knock the King out quickly.

Settle in for the long haul. Make sure that your healer gets any magic water that he or she needs, to keep MP flowing. You saved MP from other characters for this fight, and you'll soon find the right time to use them. Use your best melee abilities once Godwyn has his buffs stacked (i.e., two castings of Magic Barrier and two castings of Kabuff). Anything that improves your critical chance is especially good once these spells are in place.

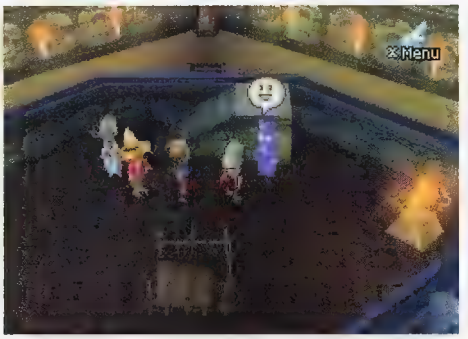
If your melee characters are doing feeble damage and can't use special abilities to work around the Kabuffs, try something else; raise the characters' Tension if you can. This lets you wait out the troublesome rounds and unleash massive damage once the spells fail.

Keep the routine going long enough, and King Godwyn eventually falls. He drops the Sceptre of Gitt when he dies. Take that and pat yourself on the back.

Heal as best you can after the battle is over. Descend to the second floor and watch as the sealed chamber is blown open. Go into that chamber (and be mindful of the electric traps on the floor). Use Safe Passage or Heal after crossing.

Locate the stairs leading down to a hidden room on the first floor. Take them down and talk to the ghostly priest below. He can help you save the game, Resurrect any fallen compatriots, and do anything else that a normal priest can.

There are more stairs below. Take them down into the Oubliette!



The Oubliette

RECOMMENDED LEVEL: 39 TO START (40 TO PROCEED)

ITEMS OF IMPORTANCE

- Mini medal (secret room in B2)
- Battler's bracers (secret room in B2)

OBJECTIVE LIST

- Descend to B3 and free the celestrians that are locked in their cells
- Continue until you reach the deepest level of the Oubliette

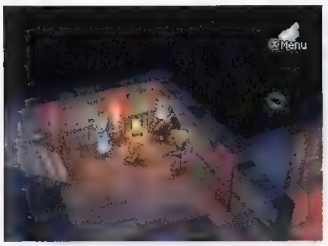
MONSTERS IN THIS AREA

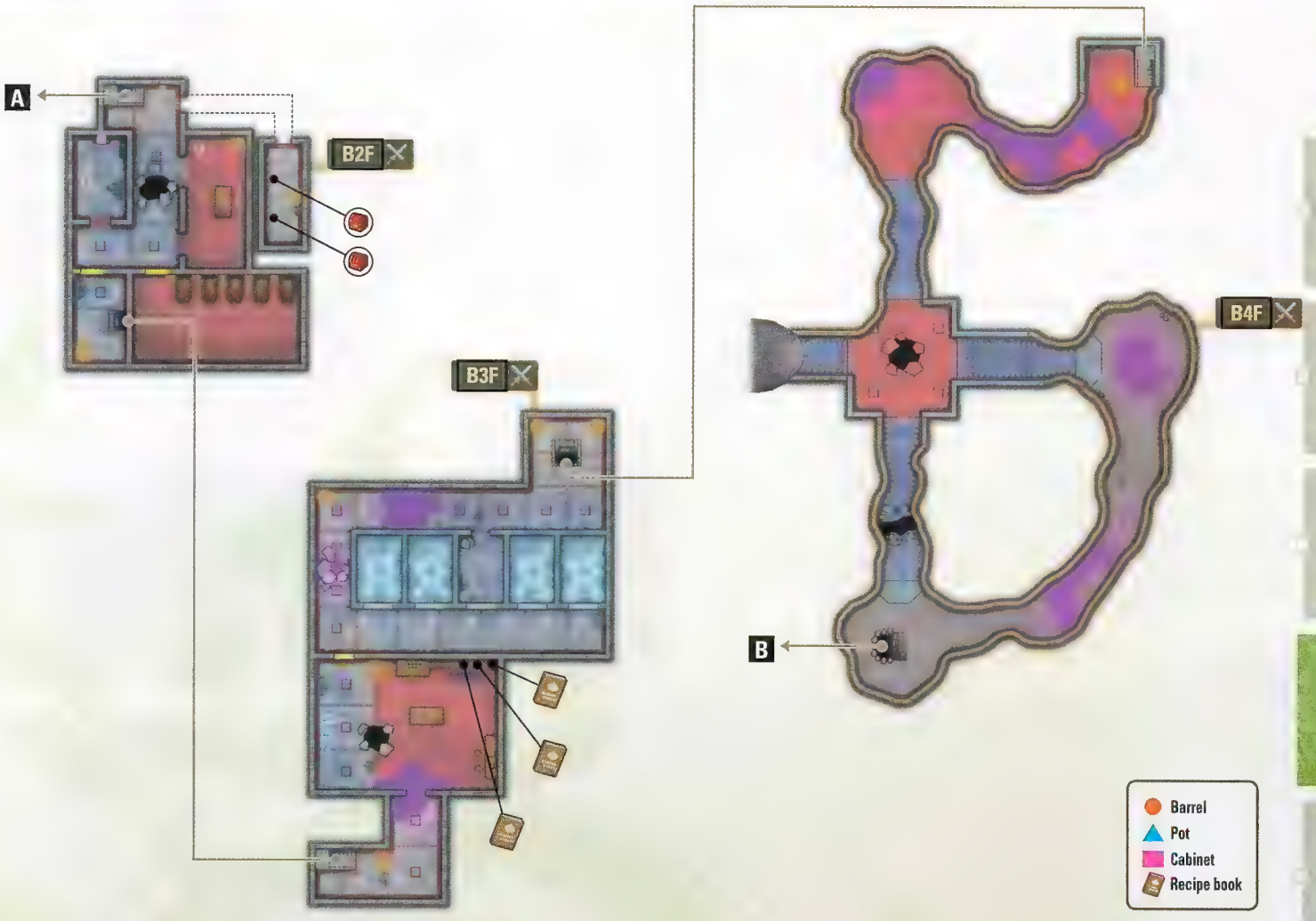
170	ABYSS DIVER	HP: 600	XP: 2700	GOLD: 92G PG: 276
276	CORVUS	HP: 3000	XP: 28500	GOLD: 0G PG: 289
184	AGGROSCULPTURE	HP: 220	XP: 2280	GOLD: 132G PG: 278
185	MANDRAKE MARSHAL	HP: 222	XP: 2200	GOLD: 140G PG: 278
186	BAD KARMOUR	HP: 188	XP: 2280	GOLD: 132G PG: 278
205	MIMIC	HP: 627	XP: 4120	GOLD: 315G PG: 280
179	BOSS TROLL	HP: 496	XP: 2400	GOLD: 98G PG: 277
178	STONE GUARDIAN	HP: 255	XP: 2040	GOLD: 182G PG: 277
183	CLAWS	HP: 206	XP: 1980	GOLD: 187G PG: 277
182	WIGHT KING	HP: 186	XP: 1680	GOLD: 165G PG: 277
181	FRIGHT KNIGHT	HP: 226	XP: 2180	GOLD: 180G PG: 277
187	WYRTOISE	HP: 215	XP: 2500	GOLD: 188G PG: 278
188	KING CRAB	HP: 270	XP: 2800	GOLD: 146G PG: 278

DON'T FORGET WHAT YOU'RE DOING HERE

Skirt around the outer perimeter of the first level. Avoid monsters if you like, and make your way to the staircase on the opposite side of the map.

There are treats down in B2. Slide along the right wall (the room with the stairs) until you find a secret passage. Take this east until it stops, then turn south until you find the hidden chamber. Loot the two chests inside for a **mini medal** and a set of **battler's bracers**.




A
B2F
B3F
B4F
B
Barrel
Pot
Cabinet
Recipe book

B5F
B6F
B

Get back to the main room and head south, around some rubble, and into a room along the left wall. Search for a few minor breakable/searchable objects there. When you're done, take the stairs in the lower left corner.

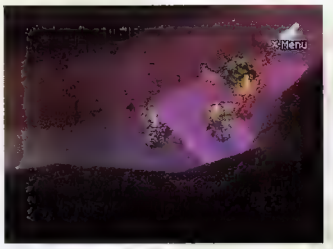
Your party is now on the third basement floor. Take the passage into the main room to the north. Search the bookcases for several alchemical recipes; these are so powerful that you can't afford to skip them. The agate of evolution is used in myriad high-end recipes. You can also discover a few breakable items on the side of the room.

Proceed to the north. There are four locked cells with celestrian prisoners. Save all of your comrades. Next, unlock the door in the middle of the cells and use that thin hallway to reach the next staircase.

DEEPER AND DEEPER

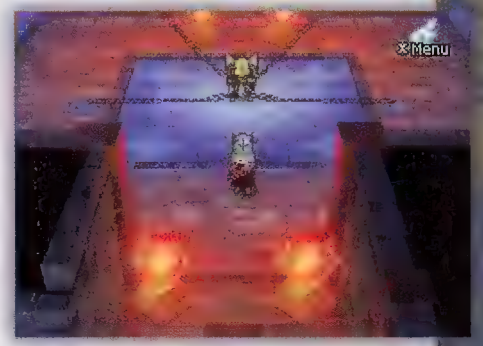
The Oubliette becomes extremely linear for the next few levels. There are pools of toxic sludge all over the place, and monsters become even more difficult to fight. Abyss divers are massive, and they tax your resources. This isn't as bad as it sounds; this dungeon doesn't have a real boss fight. Thus, your party can proceed even if it takes substantial MP to blow through the battles.

There isn't anything to pick up on the next two floors. It's not until halfway through B6 that you see another chest; this one is located on the lower right side.



CORVUS

This is not a real encounter. Corvus is too powerful to defeat right now. Whether your hero attacks or flees, the outcome has already been decided.



Take your group to the very end of the Oubliette, and then approach the celestrian that's chained up at the bottom. What should be a joyous rescue quickly turns sinister, and a duel commences.

An extensive scene begins after your battle with Corvus, and much is revealed. At its conclusion, your party takes the Starflight Express back up to the Observatory.

The Final Battle

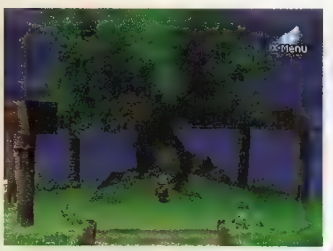
From on High: At the Observatory

OBJECTIVE LIST

- Have another meeting with Apus Major
- Climb to the summit and interact with Yggdrasil
- Accept another fygg, then take it to the Starlight Express and talk to Sterling
- Eat the fygg and fly to the Realm of the Mighty

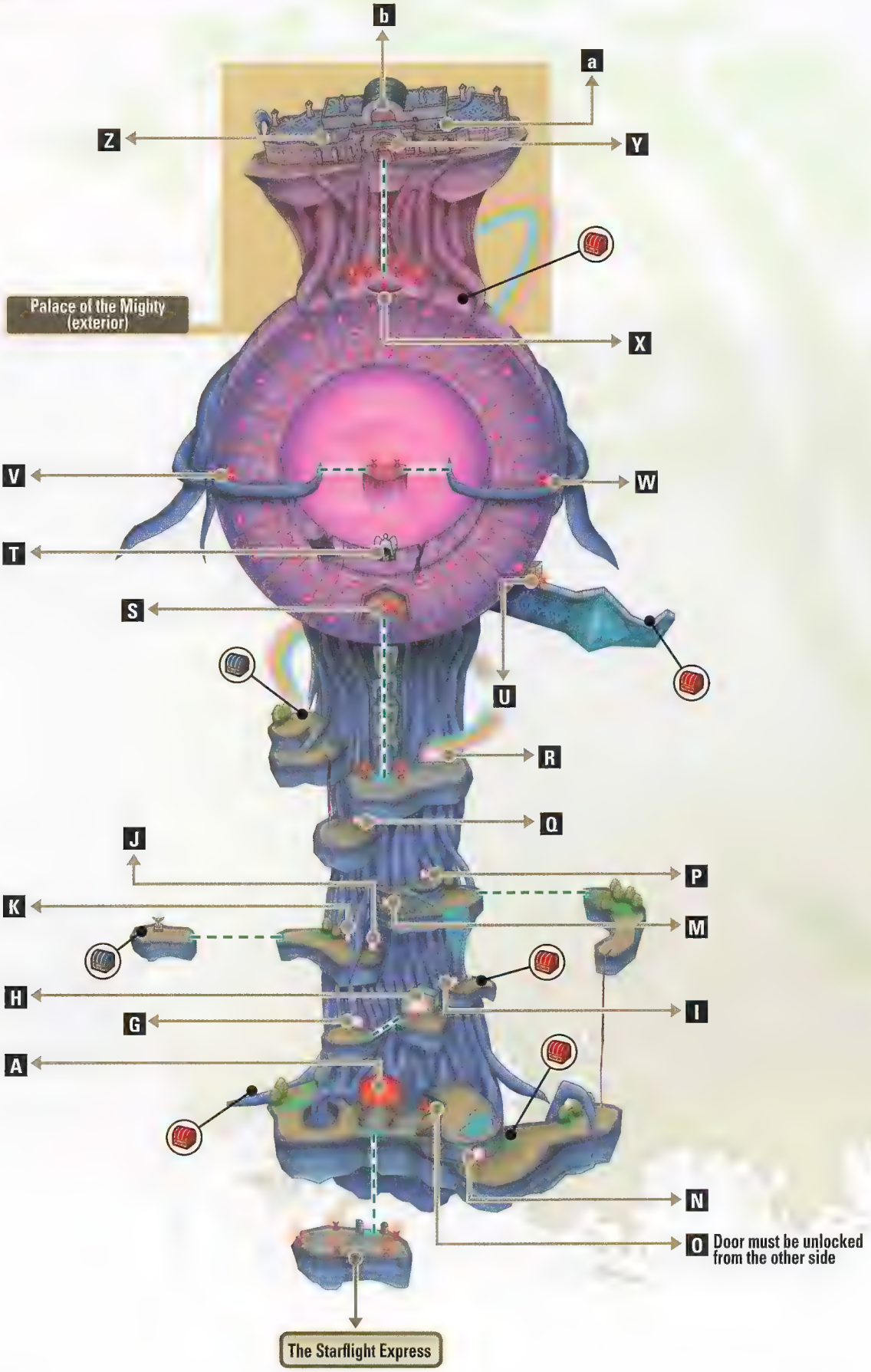
TICK FOR LIFE, TOCK FOR DEATH

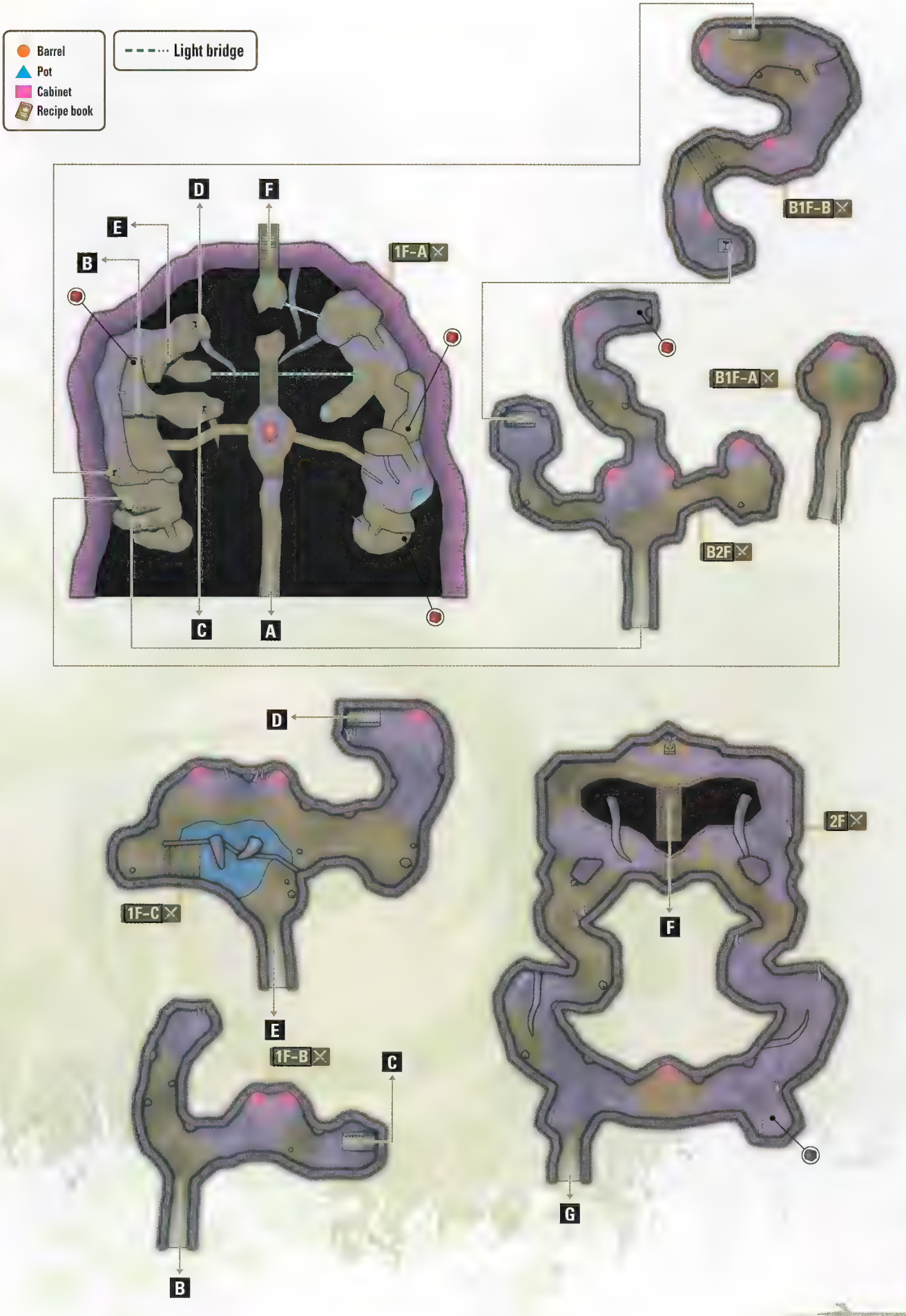
Can you feel that? Your hero has a tremendous choice to make. It's coming soon. Have your character talk to Apus Major to explain about Corvus; he takes it in stride. By his logic, there must be something that you can do, even though it seems helpless.



Leave Apus and climb to the top of the Observatory. Interact with the Great World Tree. The spirit within the tree has an idea. Another fygg is made, which is then given to your hero. Take the fygg to the Starlight Express and talk to Sterling about the choice you must make. Accept your hero's fate before going to the Realm of the Mighty. Now Corvus won't have any power over your people.

The Realm of the Mighty




Barrel
Pot
Cabinet
Recipe book
Light bridge
B1F-B
1F-A
B1F-A
B2F
D
F
E
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D
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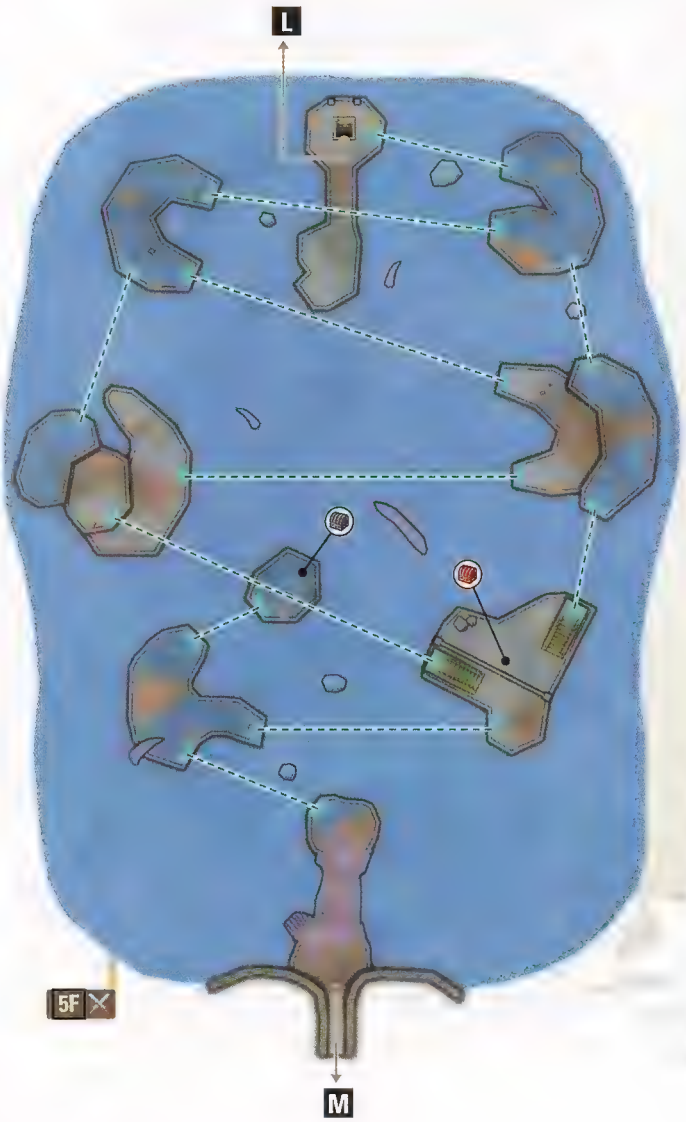

L
5F
M

6F
R
P
Q
1F-D
O
N

11F
X
9F-A
V
10F
9F-B
8F-C
T
8F-B
8F-A
W
S
U
Palace of the Mighty
Z
a
b
Y
Palace of the Mighty
Barrel
Pot
Cabinet
Recipe book
Light bridge

RECOMMENDED LEVEL: 40 TO START (42 TO PROCEED)

ITEMS OF IMPORTANCE

- Mini medal (outside, on a branch, to the left of the tree)
- Mini medal (lower right side of L1)
- Seed of skill (right side of L1)
- Mirror armour (left side of L1)
- Seed of magic (top part of B2)
- Mini medal (lower left of L3)
- Yggdrasil dew (outside, on a middle branch, right side of the tree)
- Ruby of protection (right side of L5)
- Seed of life (outside, past the locked door to the right of the tree)
- Seed of therapeusis (in the cells at the top of L6)
- Rusty sword (outside, to the right of L8)
- Spellward circlet (left wing of L9)
- Elfin elixir (to the right at the Palace of the Mighty)

OBJECTIVE LIST

- Cross the bridge across from the Starflight Express
- Climb up to the third level and attack Goreham-Hogg. Again!
- Continue your ascent until you find Hootingham-Gore, several levels above
- Climb to level 11, jump into a wind tunnel, and fly to the Palace of the Mighty
- Attack Goresby-Purrvis at the entrance to the Palace of the Mighty
- Enter the Palace and climb to the second floor, then attack Corvus to save the mortal world
- Leave the Palace; afterwards, watch the scene that occurs
- Approach the red sphere below when your party is ready to fight Barbarus
- Rest or restore your character and then examine the red sphere again to trigger the end battle
- After the final boss dies, many things occur; wait to save your game again after all the credits close

MONSTERS IN THIS AREA

201 BARBATOS

HP: 355 XP: 3400
GOLD: 187G PG: 280

185 MANDRAKE MARSHAL

HP: 222 XP: 2200
GOLD: 140G PG: 278

193 BELISHA BEAKON

HP: 136 XP: 1460
GOLD: 104G PG: 279

205 MIMIC

HP: 627 XP: 4120
GOLD: 315G PG: 280

204 CANNIBOX

HP: 187 XP: 960
GOLD: 210G PG: 280

199 NIGHT KNIGHT

HP: 256 XP: 2980
GOLD: 182G PG: 279

194 CHARMOUR

HP: 220 XP: 2450
GOLD: 192G PG: 279

198 PRISM PEACOCK

HP: 246 XP: 2300
GOLD: 168G PG: 279

197 COBRA CARDINAL

HP: 236 XP: 2180
GOLD: 184G PG: 279

191 RED DRAGON

HP: 325 XP: 3000
GOLD: 98G PG: 278

190 CUMULUS VEX

HP: 268 XP: 2300
GOLD: 178G PG: 278

203 SICK TRIGERTAUR

HP: 480 XP: 3600
GOLD: 195G PG: 280

195 CURESLIME

HP: 165 XP: 1350
GOLD: 167G PG: 279

270 GOREHAM-HOGG

HP: 2470 XP: 17500
GOLD: 3550G PG: 289

200 DRAKULARD

HP: 520 XP: 3450
GOLD: 152G PG: 280

271 HOOTINGHAM-GORE

HP: 1854 XP: 18500
GOLD: 4050G PG: 289

202 FIRN FIEND

HP: 365 XP: 3200
GOLD: 172G PG: 280

272 GORESBY-PURRVIS

HP: 2306 XP: 20000
GOLD: 4550G PG: 289

189 GENIE SANGUINI

HP: 155 XP: 1260
GOLD: 96G PG: 278

276 CORVUS

HP: 3000 XP: 28500
GOLD: 0G PG: 289

192 GIGANTES

HP: 640 XP: 3200
GOLD: 110G PG: 279

275 BARBARUS

HP: 3098 XP: 32500
GOLD: 0G PG: 289

196 GREAT TROLL

HP: 768 XP: 3800
GOLD: 78G PG: 279

277 CORVUS

HP: 3000 XP: 40000
GOLD: 0G PG: 290

188 KING CRAB

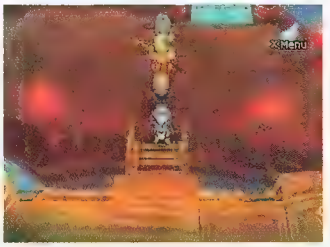
HP: 270 XP: 2800
GOLD: 146G PG: 278

IT'S A LONG WAY UP

The Realm of the Mighty is a dark and twisted tower that has a style reminiscent of the Realm of the Almighty. Monsters control the entirety of the tower, so even a well-geared party has to worry about a few fights.

THIS IS THE POINT OF MANY RETURNS

Don't worry about bringing your party here at this time. Your group can return to the Starflight Express and evacuate from there. And even if you do come here and beat all of the bosses, the game doesn't end. Your hero gets to continue questing and exploring even after the main story concludes!



Always come to this tower with a healthy supply of herbs, medicine, magic water, and items that remove status ailments. Gold definitely benefits you at this point in the game, and these useful tools come in handy when you're deep in the tower.

Look at the sheer number of maps involved in climbing the tower; it's impressive. A text walkthrough doesn't quite do justice to the climb, but you must push forward despite that.

Although almost every location in the game can be revisited later on, this is the exception. You want to get every single piece of loot in this place before beating the final boss. Most of the loot is nice, but can be found elsewhere. The big exceptions are the mirror armour, the rusty sword, and the spellward circlet. Be aggressive about tracking these items down. Of them, the rusty sword is the best of the best. Through proper alchemy, this weapon becomes one of the finest in the game.

There are myriad beasts in the tower. Almost all of them have high health and require a dedicated series of attacks to finish off. Bring a party with damage-dealing vocations.

Once you're ready to take on the bosses, form a combat party that is loaded for destruction. Make sure to have a skilled and dedicated healer. Keep two melee damage dealers at a minimum. It's even perfectly fine to hit the tower with three melee characters; large fights are uncommon. All of the boss fights are single-target affairs. Thus, spell damage takes a backseat to melee.

THE FIRST STEP

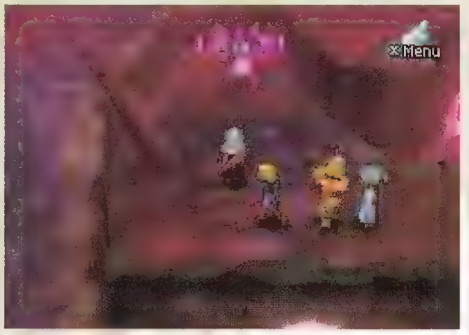
The Starflight Express waits for your party to return. At any time, your characters can come back to the train and fly elsewhere. Do this to restock, rest, save, gain levels, or complete challenges that might help with your progress.

To enter the tower, leave the Starflight Express and cross the light bridge across from the train. This takes your group to the front of the tower. Search the area to the left before entering; you find a red chest with a **mini medal**.

THE WAY IS BLOCKED

There is a door to the right of the main entrance. This lets your party skip up to a higher part of the tower, but you can't go through until the way is opened from the other side. More information about this follows in the dungeon walkthrough.

Now, go inside and look along the right series of bridgework. This leads to another chest with a **mini medal**. Go back to the center and search the left path. There are three caves on that flank. The highest one goes through a corridor and spots you back into the main room. A chest is there, above your most recent location.



Open the chest to receive the **mirror armour**, a spectacularly potent suit that sometimes reflects enemy magic!

Go back through the upper cave and use the lowest cave next. Search the top of the subsequent cavern if you'd like to find a **seed of magic**. The path is otherwise linear for a brief time. Use the stairs on the left side of the cavern and follow the only way to get out into the main room again. This soon takes your party to stairs that lead into another basement room.

The path eventually leads to another bridge of light; this spans the main portion of the open room. Climb a vine on the right side of the chamber to steal a **seed of skill** from a red chest. After getting that, leave the main room via an exit up top.

Finally onto the Second Floor

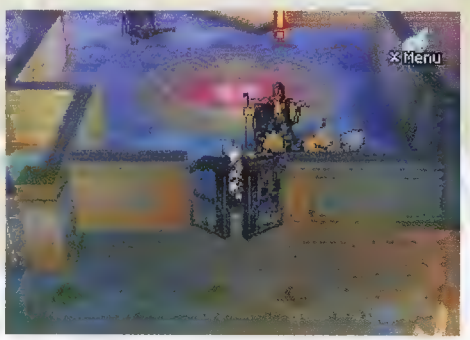
Search the blue chest at the bottom right of L2. That's one of the only things worth noticing about the level. There are also a couple of breakable objects on the left side, so grab those if you have time. Take the south exit to get back outside, on the tree's exterior. Go up a short bridge and onto the third floor.

You can find several things to grab before you leave L3. The area in the bottom right goes outside. Walk there first and take the only chest out on the branches before coming back in, which rewards you with a **Yggdrasil dew**. Next, search the bottom left for a chest and a staircase. The chest contains a **mini medal**, and the stairs allow access up to the fourth floor.

This side spot has two blue chests and a few breakable objects. The first blue chest is outside. Walk out onto the tree and then cross a light bridge left to get it. Go back into the tree via a second doorway. There isn't much on that part of the cave, but three breakables await your discovery in the rear.

Return to the front of the fourth floor. Use a staircase above your party to climb down to the third floor again. This time, your people are behind a locked portal. Search the top of the map for the other blue chest and then unlock the door. You can now return for this blue chest without needing to even worry about L4.

Everything is properly looted. Heal your party to full health and open the central door in L3. A familiar enemy is blocking the stairs, but he won't put up much of a fight.



LIEUTENANT GOREHAM-HOGG

270	GOREHAM-HOGG
	HP: 2470 XP: 17500
	GOLD: 3550G PG: 289

The old Hogg hasn't changed much, despite his agonizing death at your hero's hands. Use the same techniques that worked previously to defeat him again. The difference now is that your party has more levels and even better equipment. This fight isn't meant to stop you; rather, it's intended to sap your strength.

Don't let it! Even if you spend some MP to bring Goreham down quickly, your party can drink magic water afterward to restore themselves. If you forgot to bring magic water, don't worry about it. Your party can leave the dungeon to rest and return at almost any time. It's best to wait until the side door is unlocked, and that's just a bit farther along.

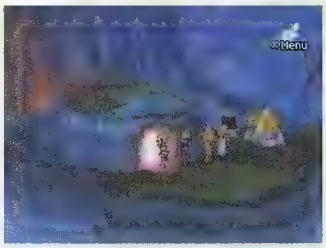
The piggie's staircase takes your party to the fifth floor. This open spot is harder to navigate visually because it's wide and somewhat subtle. All of the bridges are hidden until you're standing on them. Thus, you need to figure out where you're going before actually attempting to get there.

The only red chest is located on the right. To get it, your group should sneak down the right side of the map from the very beginning; back up after you get the **ruby of protection** and start the run over from the first island.

The other treasure in here is a blue chest, which is in the center of the map. Criss-cross from right to left and back again until you're practically at the bottom. While standing on the final island, take the upper bridge to get the chest. Return to the final island and use the lower bridge to escape the level.

THE VINES OF INSANITY

Assuming your hero is able to climb while carrying three people, this is the spot for which you've been looking. While outside the tree once again, take the bridge to the right instead of heading inside.



A LONG vine descends until it reaches the base of the tree. Climb down and loot a red chest with a **seed of life**. Then, enter the structure to your left, get another blue chest, and unlock the door. This makes it much easier to climb up the tree in the future. Your group can Evac, take care of resting and saving the game, and return without wasting any real time.

Back at the top, a second door lets your party into the sixth floor. This is a makeshift jail for anyone who needs to be kept in their place. Work your way to the top of the map and search the jail cells for a blue chest, several breakable items, and a red chest with a **seed of therapeusis**. Use the southern exit to slip outside and get a second blue chest while you're here.

The upper doorway out of the sixth floor leads your party toward a door above. Just through that entrance, you'll encounter another boss. Heal everyone and distribute any goodies. Hootingham-Gore is perched in ambush.

LIEUTENANT HOOTINGHAM-GORE

271	HOOTINGHAM-GORE
	HP: 1854 XP: 18500
	GOLD: 4050G PG: 289

Again you must face a Resurrected boss from the Triumgorate. You're even more likely to have Multiheal than last time, and that spell negates every challenge in this fight. Heal aggressively, and you pretty much cannot lose.

THE CHECKERED FLAG IS STARTING TO WAVE

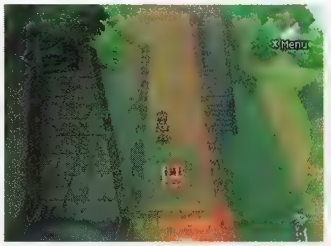
The path divides as you look past the broken body of your avian foe. To the right, you see a path that goes over one room and drops down a staircase in the lower right. That gets you outside where you can loot the **rusty sword**.

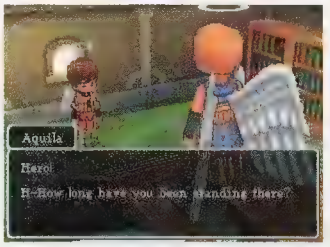
The Sword of Erdrick

Combining the rusty sword, nine glass frits, and an orichalcum creates a weapon of almost unrivaled quality.

The path heading left from your last boss fight soon leads to a **spellward circlet**. Don't miss that one either, even if it means backtracking for a moment to get it.

Once you've looted the items you need, climb to the top of the area and cross the light bridge from either side. It's hard to get lost now that you have the entire dungeon behind you.





At the top of the area is Lu. The room doesn't have much to look at. Locate the large pit in the center of the floor. Jump into it and watch as your party is blown to the top of the tree. You've just reached the Palace of the Mighty.

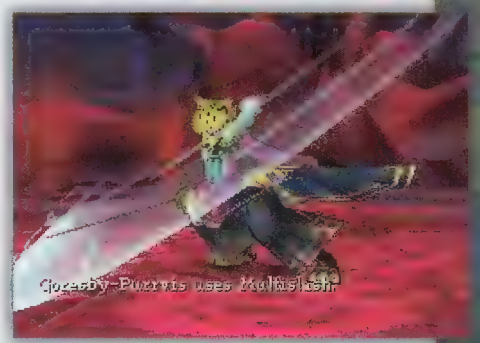
YUP—HE'S HERE TOO

Search to the right before taking on Purrvis. This boss is blocking the way into the main palace. After getting your **elfin elixir** from the last chest, Heal, then kill the boss.

LIEUTENANT GORESBY-PURRVIS

272	GORESBY-PURRVIS	
	HP: 2306	XP: 20000
	GOLD: 4550G	PG: 289

Things seem so easy this time. Even with such a deadly Lieutenant, your party should be able to breeze through the fight. Do you secretly suspect that the bad guys are trying to lure you into a false sense of security? You're probably right.



Heal after the battle and take stock of your supplies. If your group doesn't have the power to go on, Evac and leave the dungeon. You have all of your loot and can build levels, or get more items, or do whatever you want. Until your group is well-equipped and is hovering around level 42, it's a little premature to advance. But don't take our word for it. If you enjoy some risk to your encounters, push ahead and enjoy the gamble.

The Palace of the Mighty is laid out much like the palace in the Realm of the Almighty. Climb the stairs and go toward the throne. Your greatest foe awaits.

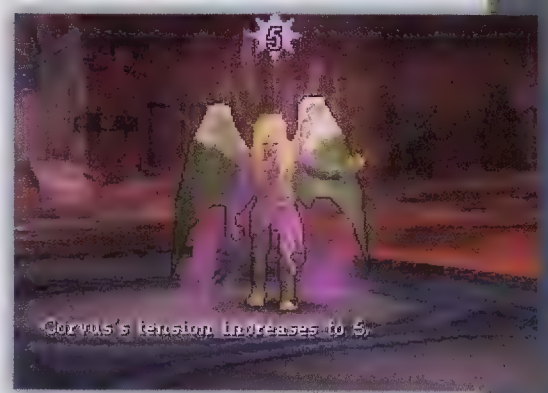
CORVUS

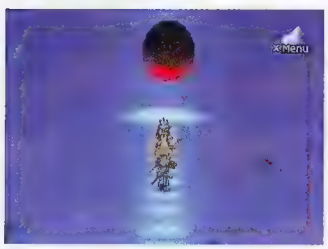
Corvus is the first of three boss fights that bring the main story to its conclusion. This is far and away the easiest of the fights. Corvus is so surprised at your defiance that he isn't quite ready for the engagement.

First off, he won't use double attacks on all rounds. Even when he does, the fallen warrior won't usually go for all-out damage. Instead, he likes to raise his Tension or even laugh uselessly.

Don't fear Corvus' generic attack. It's nothing special. His real damage comes from other moves. When Corvus "drops from the sky like a bolt," he'll hit a single character for moderate to high damage. This is often in the 120+ range, so use that as a minimum HP count for any wounded characters.

Corvus' other big move is an ultra high-speed combo. This distributes the damage somewhat randomly. It's a nuisance, but proper healing negates any chance it has to overcome your party.





As Corvus falls, you might wonder what the big deal was. That guy wouldn't have been a major threat several levels ago.

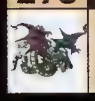
But wait; you know how these guys are. "You have bested me, so now I'm REALLY mad." Yup. But Corvus isn't an idiot. He's going to throw a merciless dragon at you before having a second run. Don't rush after him blindly! You might end up biting off more than you can chew.

Heal and use magic water to restore everyone to their fighting trim. You can't Evac from where you end the encounter, but that soon changes. Leave the palace and watch a brief scene. Afterward, your party changes locations. A red sphere burns in the distance. Approach it to trigger the second boss fight. Or (if you want) Evac and leave the dungeon. Your progress in the encounters won't revert. Thus, resting and saving is a good idea as long as you don't mind going back through the dungeon another time.

FOUL WYRM

You can't disrupt whatever Corvus is doing quite yet. Barbarus rushes to defend his lord once you try to interact with the red sphere in an attempt to reclaim his leader's honor.

BARBARUS

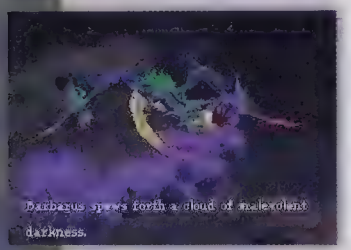


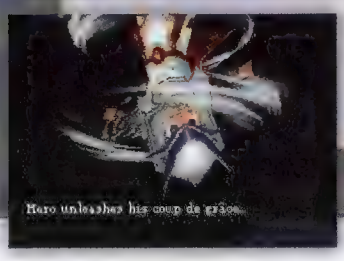
275 BARBARUS
HP: 3098 **XP:** 32500
GOLD: 0G **PG: 289**

Barbarus is evil! He'll use double attacks throughout the fight, and none of his actions are wasted. To control your people, he'll use an intimidating scream (an area of effect fear ability). He can also cast Wave of Panic, an ability that reduces agility and defense for any affected characters.

To deal damage, the dragon unleashes a modest claw slash or casts Kazam. Neither inflicts more than 100 points of damage, but they do enough to really threaten characters if they're slammed with two attacks in the same turn.

The worst of these attacks is a cloud of malevolent darkness. Barbarus uses this less often, but it deals high damage to every character in the group.





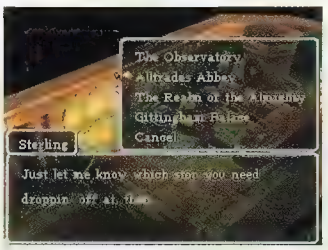
Use Wizard Ward on your softer characters, if possible, and cast Multiheal as a matter of course. Don't worry about conserving MP. Winning the fight is all that matters right now. If you keep your group topped off, every round dramatically reduces the chance that Barbarus can skunk someone with a double attack.

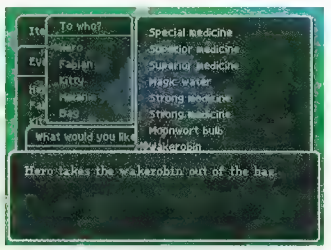
As usual for fights this serious, have healers retreat to the back line and leave them equipped with anything that reduces magical effects and damage. Healers aren't in the battle to kill anything. They're strictly on survival and heal duty.

In many earlier encounters, coup de grâce moves are icing on the cake. For this fight (and the one after it), these moves become a way of life. The extensive damage from Barbarus' attacks is likely to trigger these opportunities quite often. If you have a priest, save your coup de grâce for its ability to cure status ailments; you can handle the healing on your own.

Barbarus is a boss that is most likely to kill you when you worry about conserving (items or MP). Try not to think about the future. Fight this battle like it's your last one and don't worry about the consequences. Heal even when you think you can eke out another turn. Use MP from all damage dealers as if it's going out of style. This is how you can win against Barbarus without getting the best of the best gear or grinding more levels.

When the fight ends, Evac again (as needed) to save and heal. Buy more supplies. Farm for even better tools if you're nervous. Corvus, in his new form, is the most brutal opponent in the game. You want to have all your goodies lined up.





Take a look at your group's equipment before pushing ahead. There are wonderful items that might not be useful in the final fight. For example, a dedicated caster might be wearing the Goddess ring. Good choice! But it's worthless in a boss fight. That type of slip isn't worth worrying about most of the time. But in the final encounter, you want to exploit every advantage.

Wear gear that is going to give your characters high stats, resistance to magic, and especially the ability to avoid sleep or paralyzation. Take a wakerobin and a moonwort bulb for each character as well. This helps save your lives if your main healer gets nailed with multi-round ailments!

Interact with Corvus' red sphere to spark the end of battles!

Sit back and enjoy when this battle concludes. Your hero has done a glorious thing, but there is much yet to do. Don't turn off your system even as the credits roll. Wait for the end to see another cutscene. And then, save your game.

Your party can continue their adventure. There are still many quests to complete. Would you like more accolades? Higher levels? It's time to search the rest of the world. Uncover treasure maps. Face even deadlier bosses.

You haven't finished *Dragon Quest IX*; you've just started it!

CORVUS

277	CORVUS	
?	HP: 3000	XP: 40000
	GOLD: 0G	PG: 290

Corvus is wicked in his new form. Both of his attacks each round are fearsome, and your party faces much more incoming damage.

To disrupt the party, Corvus uses both Eerie Looks (for sleep) and Burning Breath (to paralyze). If you didn't bring the right items to restore characters, these are cruel. Keep your healer active at all costs. Not only can he or she heal the party, but the Tingle spell helps with everyone else's recovery.

Don't spend any major time with buffs. Corvus uses Disruptive Wave often. Sometimes he even casts it when your party doesn't have any effects active (good deal for you)!

During normal rounds, Corvus shifts between these moves, normal melee attacks, and Chilly Breath (for high area of effect damage).

As suggested in earlier fights, use Multiheal religiously. Cast it almost every round, even if you think it might be partially wasted. This isn't the time to second guess yourself or your party's health.

Several rounds into the encounter, Corvus starts a routine. This begins with Meditate; the ability gives him back 500 HP. Darn it! What's worse, you know that the big guy is about to unleash horrible things on your party.

Have everyone defend the next round, unless your healer is at full health. If so, consider having him or her cast Multiheal. Don't even try this if your healer has under 190 HP.

Corvus casts Magic Burst and beats everyone in your party like they own him money. Defending helps—a great deal.

Go back into healing mode as soon as you can. But Corvus isn't done with his tricks. He still has bolts to call from the sky. They hurt almost as much as the Magic Burst.

Lean on the healing while your damage dealers get back up to speed. There aren't many tricks for inflicting extra damage. Corvus strips any magical effects off your characters anyway. Instead, use your most costly abilities to keep doing as much as you can throughout the fight.

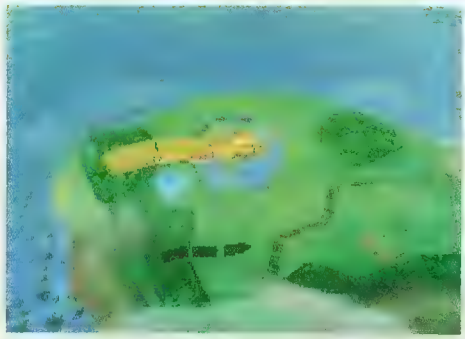
Don't have the healer restore his or her MP if they get low. Instead, have OTHER characters do the grunt work of using the water/elixir/etc. This prevents a disruption in healing that is sometimes unaffordable.

Survival really is the winning strategy. A party can do several hundred damage every round even with a character being lost to heal duty. How you deal that damage is irrelevant. Lucky criticals, a coup de grâce here and there, and other elements of chance affect how quickly you win, but they don't often shift the entire outcome.

Extra Content

You thought that saving the world was enough? Nope. There's still plenty to do, so this section will point you in the right direction for another large dungeon and some other fun places to explore.

After beating the game, look up the quests that your party can work on. One post-game quest is called 039 Follow That Fish! Read more about this quest and work on completing it as soon as you can. It unlocks access to the Starflight Express once again. With the Express available, your party can fly around the world at leisure.



New Stores in Stornway!

The weapon and armour shops in Stornway have gotten a major upgrade. Each place has a secondary store now that covers high-end adventuring gear. The prices are at a premium, but so is the quality!

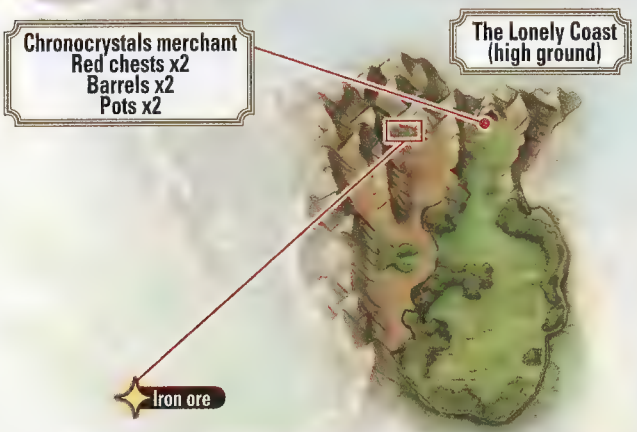
THE NEW STORNWAY WEAPON SHOP

ITEM	COST (GOLD PIECES)	ITEM	COST (GOLD PIECES)
Falcon blade	14,800	Cobra claws	29,000
Demon spear	34,500	Friendly fan	45,000
Gladius	31,200	Ice axe	37,000
Sage's staff	35,000	Giant's hammer	35,500
Queen's whip	41,000	Flametang boomerang	19,500
Dragon rod	39,800	Purblind bow	36,000

THE NEW STORNWAY ARMOUR SHOP

ITEM	COST (GOLD PIECES)	ITEM	COST (GOLD PIECES)
Silver shield	30,500	Combat costume	27,500
Minerva's mitre	14,000	Wizard's robe	12,500
Canny cap	12,600	Witch's robe	13,000
Top hat	12,000	Crimson gauntlets	4,250
Ravishing ribbon	11,500	Combat trousers	9,500
Gigant armour	36,000	Clever clogs	3,900
Tint-tastic tutu	24,400	Crimson boots	3,400
Maiden's mantle	23,500	Shaman shoes	4,400
Combat top	27,000	Bardic boots	4,500

Get Your Chronocrystals



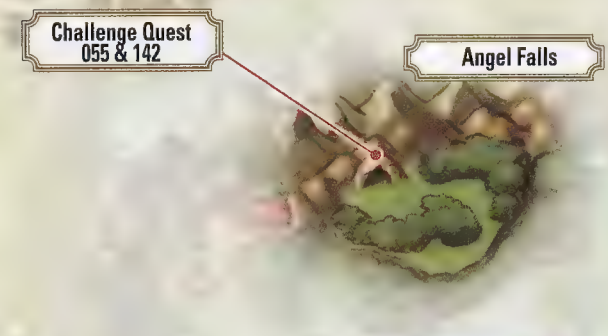
Did you know that there is a merchant who sells chronocrystals? He lives in a cave that can only be reached from the air. Fly the Starflight Express to a rocky area in the southeast. It's technically part of the Lonely Coast. Look for this guy's cave and go there if you need these rare and expensive items. But, they cost 50,000 gold coins a piece. Ouch.

However, you can find two red chests inside the cave, and the merchant won't mind if you steal his stuff. Bonus!

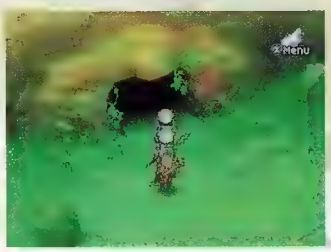
ITEMS OF IMPORTANCE

Orichalcum

The Hills Have Slimes



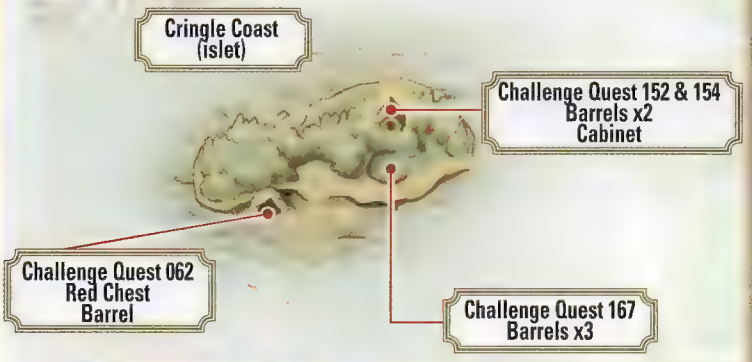
The plateau above Angel Falls has a cave; inside is the guy with quest 055. Outside of the cave is a grassy hill with a variety of slimy beasts. If you're interested, hunt around up there to find some fun targets.



MONSTERS IN THIS AREA

016 BUBBLE SLIME	HP: 23 XP: 24 GOLD: 18G PG: 257	083 MEDISLIME	HP: 82 XP: 300 GOLD: 110G PG: 265
195 CURESLIME	HP: 165 XP: 1350 GOLD: 167G PG: 279	089 METAL MEDLEY	HP: 6 XP: 12288 GOLD: 60G PG: 266
029 HEALSLIME	HP: 30 XP: 56 GOLD: 30G PG: 258	046 METAL SLIME	HP: 4 XP: 4096 GOLD: 20G PG: 260
090 KING SLIME	HP: 245 XP: 600 GOLD: 164G PG: 266	014 SHE-SLIME	HP: 19 XP: 20 GOLD: 22G PG: 256
153 LIQUID METAL SLIME	HP: 8 XP: 40200 GOLD: 40G PG: 274	001 SLIME	HP: 8 XP: 2 GOLD: 4G PG: 255

Cringle Coast

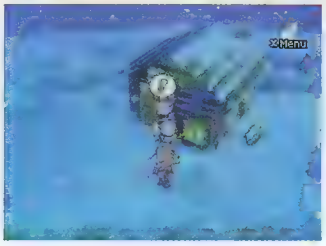


ITEMS OF IMPORTANCE

- Ruinous shield (inside the cave at the base of the island)

MONSTERS IN THIS AREA

164 CORRUPT CARTER	HP: 155	XP: 1550	GOLD: 120G PG: 275
199 NIGHT KNIGHT	HP: 256	XP: 2980	GOLD: 182G PG: 279
173 DARK SKELETON	HP: 186	XP: 1780	GOLD: 162G PG: 276
235 UNCOMMON COLD	HP: 907	XP: 6200	GOLD: 104G PG: 284
202 FIRN FIEND	HP: 365	XP: 3200	GOLD: 172G PG: 280
182 WIGHT KING	HP: 186	XP: 1680	GOLD: 165G PG: 277
177 FREEZING FOG	HP: 126	XP: 1360	GOLD: 120G PG: 277

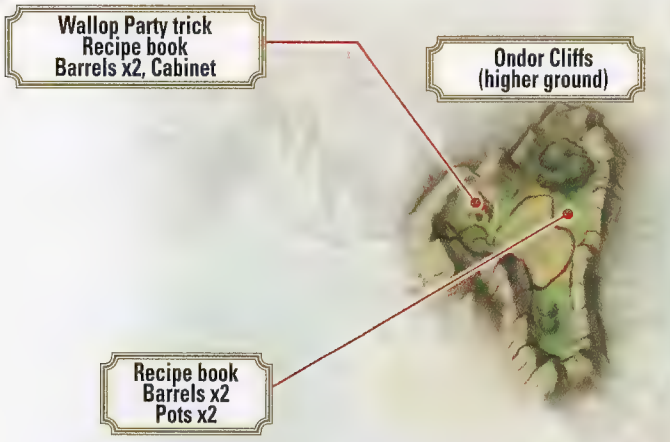


MERRY SOMETHING OR OTHER

There is a small island located in the northeastern section of the world map. Go there to find a couple of unusual monsters and some great winter storms. The cave on the lower section of the island has a quest (062) and a chest with a **ruinous shield**. The two structures on the upper part of the island are home to a merry fellow who seems to be out at the moment.

Maybe if you grab some downloadable content, a quest will appear there in time.

Ondor Cliffs



OBJECTIVE LIST

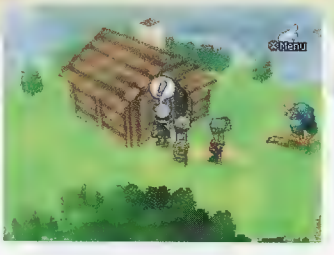
- Learn the Wallop party trick
- Pick up rare recipes from the bookcases in the cabin and the well

MONSTERS IN THIS AREA

184 AGGROSCULPTURE	HP: 220	XP: 2280	GOLD: 132G PG: 278
196 GREAT TROLL	HP: 768	XP: 3800	GOLD: 78G PG: 279
193 BELISHA BEAKON	HP: 136	XP: 1460	GOLD: 104G PG: 279
163 HELL NINO	HP: 125	XP: 960	GOLD: 108G PG: 275
183 CLAWS	HP: 206	XP: 1980	GOLD: 187G PG: 277
198 PRISM PEACOCK	HP: 246	XP: 2300	GOLD: 168G PG: 279

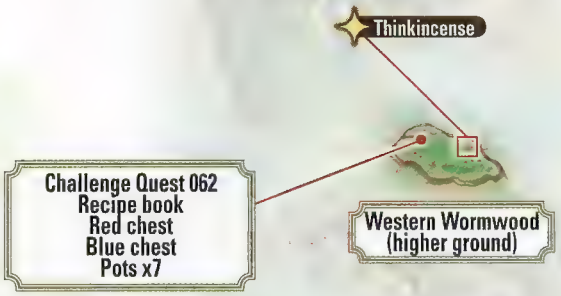
THE HEADSHRINKERS, THEY TAKE EVERYTHING

The Ondor Cliffs look out over Batsureg; they're stationed west and a tad north from the small plains town. Fly up there and land near the cabin. Your party can hunt some rare creatures here, including great trolls.



Check inside the cabin for a minstrel who happily shows you the Wallop trick. There's a collection of recipes in there also. A well nearby is home to a strange man and his dracky. Search there for another group of recipes.

A Well Near the Bowhole



ITEMS OF IMPORTANCE

- Gold bar (inside the well)
- Pair of spellspadrilles (inside the well)
- 2,000 gold coins (inside the well)

OBJECTIVE LIST

- Fly down to the Bowhole and look for a small plateau southeast of the dungeon
- Land and climb down a well on that plateau
- Talk to Cephalgernon and learn about Shogum

WHO DIGS THESE WELLS?

Explore near the Bowhole, southeast of the dungeon's entrance, to find a well. You can't walk up to this well normally because it's high off the ground. To get there, fly the Starflight Express over the plateau and disembark next to the well.

Once there, climb down into the darkness and talk to two men inside. Examine the bookcase in the back room and take all of the loot from the red chests nearby, including a **gold bar**, **2,000 gold coins**, and some **spellspadrilles**. The leader of the place is called Cephalgernon, and he needs your help. He asserts that there is a creature called Shogum at the bottom of some grottos. He wants you to find the creature and harvest some of its Hexite. This repeatable quest is available at any time. If you need lucida shards, this is a good way to grab them, especially if you're already venturing into the grottos.

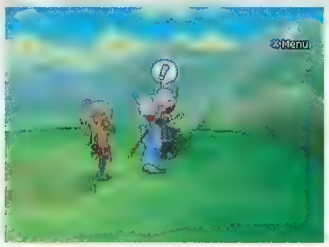
A King without a Castle

ITEMS OF IMPORTANCE

- Seed of life (down a well in Eastern Wormwood)

OBJECTIVE LIST

- Fly into Eastern Wormwood and land on a small clearing with two wells
- Examine the southern well and talk to the King and maid inside
- Finish a quest for the maid and then examine the other well in the area
- Get another quest from Shanice, inside the second well



QUESTS ABOUND

There are two quests inside the wells located in Eastern Wormwood. Fly to that area and look for a plateau with two different wells. Once you've found the location, land and talk to the people by each well, who then give you quests 059 and 060. You also find a **seed of life**, inside the southern well.

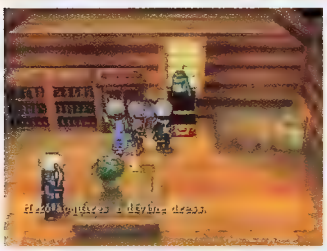
Love Lost

ITEMS OF IMPORTANCE

- Divine dress (in a cabin east off the Stornway coast)

OBJECTIVE LIST

- Land on the island east of Stornway's coast and read the diaries of two men
- Talk to Nicholas, the man in the tower of the island's huts
- Complete Nicholas' quest (056 Nicholas's Necklace)



HUNTING THE HIGH SEAS

There is a cabin off the eastern coast of Stornway. Land there with the Starflight Express and search inside. Read a diary that's been left on the shelves, and take a **divine dress** from the chest inside the cabin.

Examine the other cabin on the island. The man inside is going through tough times. Talk to him and start a quest. You end up having to sail the seas, searching for a **memento necklace**.

For this quest, you must hunt abyss divers, which are most often found at the edges of the world map. Kill them until the necklace is found, and then bring the item back to Nicholas.

After completing this, you should talk to the guy in the northern cabin again. He now has a quest for you. Talk to Nicholas at night and hear his thoughts on the matter.

Zoom to Bloomingdale and hunt pink sanguinis until a different **memento necklace** drops. Take that to Woody for a **seed of agility**. Now that you've done your good deeds, leave the island.

Finding the Temple of Nod

RECOMMENDED LEVEL: 44 TO START (44 TO PROCEED)

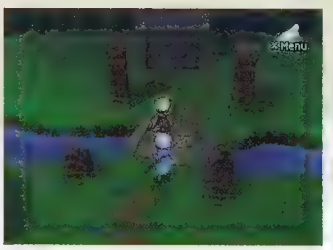
OBJECTIVE LIST

- Fly into the area of Western Coffinwell
- Park the Starflight Express in a mountainous section in the upper right corner of the map
- Enter the Temple of Nod at the top of the area

MONSTERS IN THIS AREA

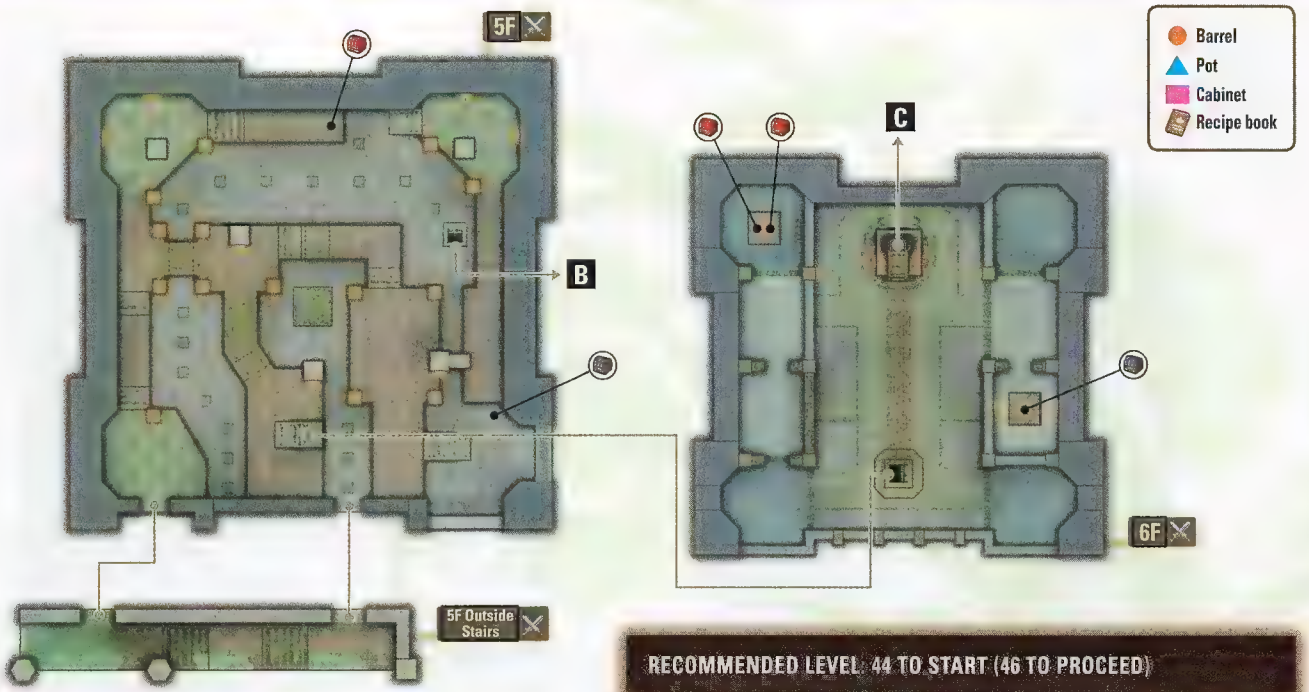
201 BARBATOS	HP: 355	XP: 3400	GOLD: 187G PG: 280
172 GLOOMY GASTROPOG	HP: 144	XP: 1400	GOLD: 118G PG: 276
179 BOSS TROLL	HP: 496	XP: 2400	GOLD: 98G PG: 277
185 MANDRAKE MARSHAL	HP: 222	XP: 2200	GOLD: 140G PG: 278
197 COBRA CARDINAL	HP: 236	XP: 2180	GOLD: 184G PG: 279
140 SLUGGERNAUT	HP: 118	XP: 720	GOLD: 120G PG: 272
192 GIGANTES	HP: 640	XP: 3200	GOLD: 110G PG: 279

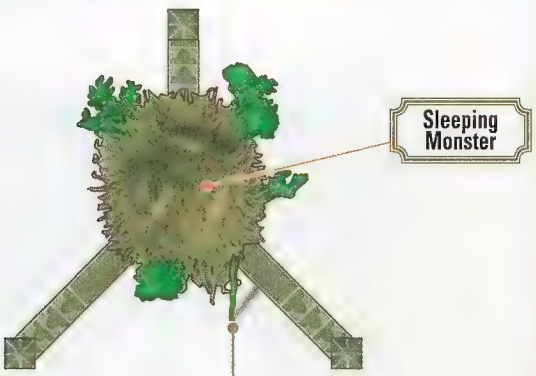
A COMMUTER FLIGHT

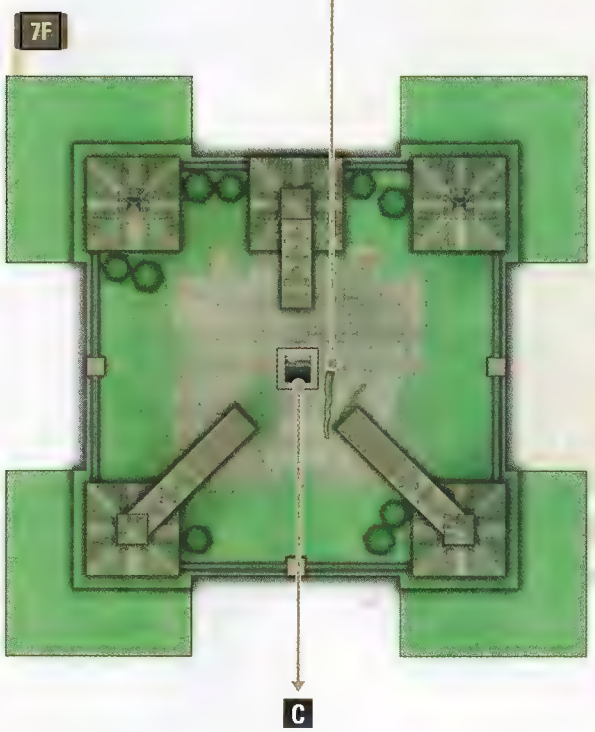


Once you have Sterling's whistle, it's easy to reach the Temple of Nod. Zoom to Coffinwell and fly the train west from there. You soon see a tall tower as your group passes over the region of Western Coffinwell. Land inside the area blocked off by the mountains. Walk north to enter the Temple of Nod, and there you are.

The Temple of Nod







RECOMMENDED LEVEL: 44 TO START (46 TO PROCEED)

ITEMS OF IMPORTANCE

- Seed of defence (left side of L1)
- Mini medal (chest at the top of L5)
- Chronocrystal (in the upper left side of L6)
- Nightmare gown (in the upper left side of L6)

OBJECTIVE LIST

- Enter the tower and start climbing toward the top
- Climb the vine at the summit and interact with the sleeping monster

MONSTERS IN THIS AREA

201 BARBATOS	HP: 355	XP: 3400	GOLD: 187G PG: 280
174 KILLING MACHINE	HP: 182	XP: 1880	GOLD: 168G PG: 276
204 CANNIBOX	HP: 187	XP: 960	GOLD: 210G PG: 280
214 METAL KING SLIME	HP: 16	XP: 120040	GOLD: 80G PG: 281
190 CUMULUS VEX	HP: 268	XP: 2300	GOLD: 178G PG: 278
205 MIMIC	HP: 627	XP: 4120	GOLD: 315G PG: 280
200 DRAKULARD	HP: 520	XP: 3450	GOLD: 152G PG: 280
141 SPLATTERHORN	HP: 134	XP: 980	GOLD: 122G PG: 272
177 FREEZING FOG	HP: 126	XP: 1360	GOLD: 120G PG: 277
178 STONE GUARDIAN	HP: 255	XP: 2040	GOLD: 182G PG: 277
192 GIGANTES	HP: 640	XP: 3200	GOLD: 110G PG: 279
113 SWINOCEROS	HP: 120	XP: 610	GOLD: 102G PG: 269

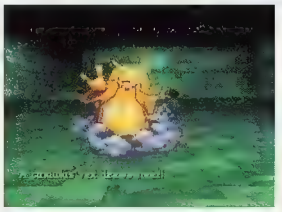
KNEEL BEFORE NOD

Once your party enters the Tower of Nod, you must climb seven floors. Be on the lookout for a number of chests in here; the treasure may not be plentiful, but it's all high quality, and you won't want to miss any of it.

The first yard leads into the tower proper, and there aren't any monsters or treasure outside. Go into the building and loot the blue chest on the right side of L1. Have your party use the small stairs on the left side of the map, which leads your party onto a walkway. Use that to get to the upper part of the map. Look in a red chest in the upper left for a **seed of defence**, and then climb to the second floor.

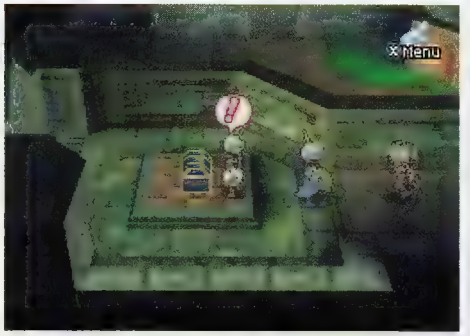
SOMETHING OLD, SOMETHING NEW

Many of the monsters in here are creatures that your party has bested many times before. Plow through these early levels to get to something special. We'll try not to spoil the surprise for you.



Climb the stairs in the upper left portion of L2; they're out in the open and can be reached in mere seconds. Search for the next staircase in the center of L3. You might notice that there is a blue chest at the bottom of that floor. Ignore it for now!

Halfway Up



Walk left and down into the bottom corners of the fourth floor. That's how you get back to the blue chest on L3 that you bypassed. Go down there, steal it, and then climb back to the fourth floor. The way up from there is beside the main staircase; you can't miss it.

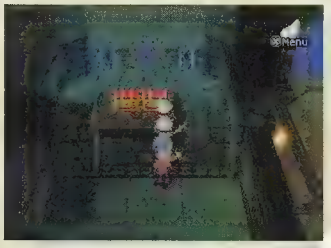
Have you seen any of the new creatures yet? Here's a hint if you haven't. They're big. They're regal. And...well, they're a bit slimy. Have any guesses yet?

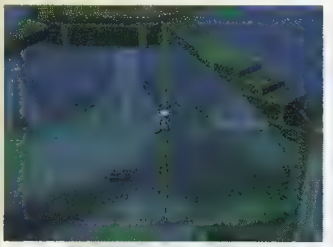
Search the top side of L5 for a **mini medal**. There is also a blue chest in the bottom right side of the same floor. Get both of these before moving on.

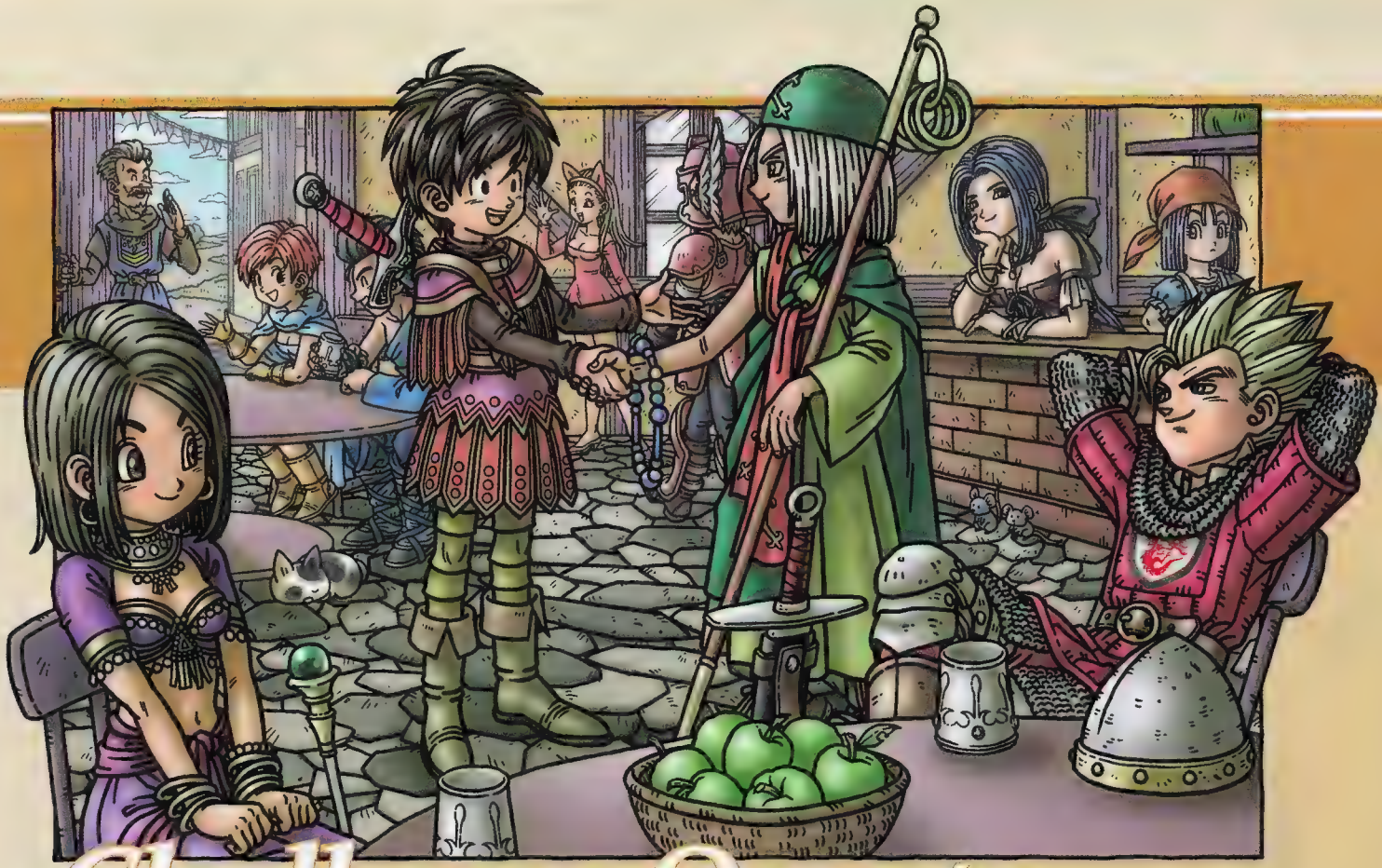
It isn't until the sixth floor that you get the best floor. A passage on the left leads up to two red chests. One has a **chronocrystal** and the other has a **nightmare gown**. Make sure not to equip the nightmare gown at this time; it's highly cursed!

A similar group of rooms on the right side of the level holds the last blue chest in the Temple of Nod.

Climb up the final staircase when you're done. A vine rises into the sky at the top of the tower. Above is a sleeping beast of immense size.







Challenge Quests

Party Dynamics

This chapter reveals many secrets. All of the optional quests in the game are listed here, along with information to help start them and complete them successfully. Accolades that your hero receives for a variety of accomplishments throughout the game are also shown.

Quests 001 through 120 are considered normal quests because they don't need to be downloaded. Quests 121-184 are downloadable content that expand the game and further develop a number of mini-stories.

Unlocking Quests

These quests aren't usually available when your party passes through an area. Invisible stages of the game determine when various quests open; this isn't a linear progression either. There are groups of quests, and some of them occur farther down the line numerically, but become available much sooner.

QUESTS 001 - 062

These are normal quests that involve a variety of non-player characters and locations.

QUESTS 063 - 090

These involve the weapon masters at Swinedimples Academy. They are available as soon as you complete the academy's story quest. They all involve weapon skills for your characters.

QUESTS 091 - 120

These quests focus on vocations. Six of these unlock entirely new vocations, while others provide equipment and even abilities that enhance vocations that are already unlocked.

QUESTS 121+

Are not available in the base game. Instead, these are downloadable quests that continue your story and provide the drive for you to achieve better gear!

Normal Quests

001 ONE GOOD TURN

OBJECTIVE	BRING A TANGLEWEB TO QUESTELLE
REWARD	SLEEPING HIBISCUS

Questelle is in Angel Falls, near the church. Once you're almost done with things in town, talk to her to learn about Challenge Quests. She'll explain the concept, and to highlight the lesson, she sends you on a quest to get a tangleweb.

These are most easily found by going outside of town. Travel east, around the hill, and loop back to the west once you get a bit higher in the area. Search the ground near the large web and then return to Questelle for your reward.

002 PLEASED AS PUNCH

OBJECTIVE	SHOW RICKI AN AIR PUNCH
REWARD	LEARN PIROUETTE

Ricki is waiting in the Stornway church. Use the Air Punch maneuver to inspire her. All you need to do is stand close to her, hold down B, and press up. In return, she'll show you how to do another party trick (the Pirouette).

If you don't have Air Punch bound to your analog pad, here is how to bind it in the future. Go into your menu and select Misc. From there, open the Party Tricks submenu. From there, bind any party tricks that you've learned to the four direction pads. Confirm your choices and try them out!

003 WE LIKE TO PARTY

OBJECTIVE	EGG ON RICKI
REWARD	LEARN HOW TO PRAY

Ricki is still in the church at Stornway. She isn't jazzed up enough, even now. To really get her going, bind four different party tricks to the down directional button. This lets your hero run through four animations with just a single press of the direction pad. Have your hero Pirouette, Clap, Jump, and Air Punch in rapid succession.

004 PICK ME UP A PANACEA

OBJECTIVE	MAKE A PANACEA WITH ALCHEMY AND BRING IT TO BILL IN STORNWAY
REWARD	GLEEBAN GUINEA AND RECIPES FOR THE FOLLOWING: STRENGTH RING, SLIME EARRINGS, BOW TIE, AGILITY RING, PRAYER RING, AND LIFE RING

Bill is standing in the center of Stornway. He needs something to cure almost any ill. He'll teach your group how to make panacea using an alchemy pot, and then he'll wait around while you head off to make him some.

Rush to the inn, cook the special medicine, superior medicine, and moonwort bulb together until, voila, you have your panacea! Bring that back to Bill.

005 HERB LIST

OBJECTIVE	BRING ANGUS A MEDICINAL HERB, AN ANTIDOTAL HERB, AND A MOONWORT BULB
REWARD	GLEEBAN GROAT

Angus is a guard in the upper left tower of Stornway Castle. He's hoping to get a collection of herbs together. You may already have all of the things he needs. There is even a **medicinal herb** in the actual room with him. Gather or buy the ingredients and return to Angus for your reward.

006 GET WELL WATER

OBJECTIVE	ANGUS NEEDS A CURE FOR HEADACHES
REWARD	SEED OF LIFE

Angus is in the barracks of Stornway Castle; he's the one who gave you the previous quest. Now he needs a cure for headaches. After accepting the quest, travel to Angel Falls and talk to the rotund man in the center of town; he's the guy watching the falls.

He gives you the cure you need if you just bring him some fresh water. Fresh water isn't common, but it's one of those things you eventually uncover in a random reagent search. Because you can do this quest at almost any time, it's best to start the quest once you already have fresh water at your disposal. Once that's done, give the fresh water to the guy in Angel Falls. He'll trade you Angel's Tears (the cure), and you should give that to Angus for a seed of life.

007 CURIOUS CREVICE

OBJECTIVE	BRING HAMISH A SLIMEDROP
REWARD	SEED OF STRENGTH

Look for an exit into a yard on the right side of Stornway Castle, look for. Drop down the well in that area and search for a large man named Hamish. He's found an interesting crack in the wall of the well, but he can't get through it. He asks you to bring him a slimedrop. Do so!

You get a seed of strength from Hamish. That's a good trade for a measly little slimedrop. You probably already have one in your bag from all the slimes you've trashed in the past few hours of play.

008 DON'T CRY OVER SPILT INK

OBJECTIVE	BRING MAGIC WATER TO THE OLD MAN IN THE LIBRARY
REWARD	SEED OF MAGIC

A man in the Stornway castle library needs magic water to figure out what's written in an ancient book. Bring him any spare magic water to complete the quest. In return, he'll give your hero a seed of magic.

009 LABOUR OF LOVE

OBJECTIVE	BRING EVENCLOTH TO JULIA IN THE STORNWAY ARMOUR SHOP
REWARD	PRETTY BETSY

Go to Stornway and look in the armour shop. A girl beside the counter is desperately in need of evencloth, but it's only found up in Zere. The ragged reapers there are common, so you shouldn't have any trouble finding and killing a few of them to get what you need.

Next time you're back in town, give the girl her evencloth. She'll really be able to turn Romeo's head now!

010 WINGS OF LOVE

OBJECTIVE	BRING A WING OF BAT TO THE OUTPOST SOLDIER (ROMEO)
REWARD	200 GOLD COINS

Travel to the guardhouse in the area between Western Stornway and Eastern Coffinwell. Romeo here wants to spice up his love life, and he thinks that a wing of bat would do just the trick; don't ask why. These items are supposed to drop from drackmages.

This isn't a quick quest. Not only does it take a moment to get back into Zere, but you have to hang out near the town for quite some time to fight enough drackmages. It's better to go out to Brigadoom, where these enemies are much more common. Though a longer walk, you save considerable time waiting for the right enemies.

011 THE NOT-SO-GREAT-ESCAPE

OBJECTIVE	BRING HAMMER HANDRILLS TO THE TRAPPED MAN
REWARD	AN UNHAPPY HAT

A man is locked in a cell beneath Coffinwell. Climb down the well and look on the right side of the room below. If you have a key that is capable of unlocking the door, you can talk to him and find out what he needs.

Your party won't be able to unlock this door until you find the ultimate key (much later on in the game). Beyond that, you need to craft a set of hammer handrills. This requires the following alchemy reagents: handrills, iron nails (x5), iron ore.

012 PUTTING ON THE GLITZ

OBJECTIVE	PUT ON A FASHION SHOW FOR GLITZ
REWARD	MAJESTIC MANTLE

Glitzy is staying at the inn in Porth Llaffan. Talk to her for a short quest, if you have an outfit that is good enough to win her contest.

Try the following: rapier, platinum shield, feather headband, best vest, magic mittens, red tights, leather shoes, and a bow tie. Present yourself to Glitz with these items equipped and collect your reward.

013 ALL FIRED UP

OBJECTIVE	BRING THE OLD MAN SOMETHING TO STOKE HIS FIRE
REWARD	ONE GOLD COIN

Look in the southern portion of Dourbridge. An old man is trying to warm himself by a fire. He's too poor to afford more wood, and the nights there are long and cold. Help him out! Though it's not a pleasant smelling solution, give the guy some horse manure. That stuff burns for quite some time.

014 SNUG AS A THUG

BRING	SOMETHING WARM TO COLDEN
REWARD	UTILITY BELT

Colden lives in the upper right building of Dourbridge. Talk to him after you've been to Zere Rocks and done what you can there. Colden wants your party to bring him something warm.

Try giving lambswool to Colden. That sure seems to do the trick! He'll reward your hero with a utility belt.

015 COLLAPSUS'S CALL

OBJECTIVE	BRING SPECIAL MEDICINE TO THE WOUNDED MAN
REWARD	A TREASURE MAP

Just before your party reaches Zere Rocks, you notice a collapsed adventurer on the broken bridge below the exit. Talk to him and offer to help. The explorer, Christopher Collapsus, needs special medicine.

This item can easily be made through alchemy if you don't have one already. Once you have the medicine, give it to Christopher. He'll recover and gift your hero with a treasure map.

This one is called Granite Tunnel of Woe Lv. 1! Search west of Stornway when you're interested in pursuing this matter.

016 HELP MEOWT HERE!

OBJECTIVE	TALK TO THE CAT IN THE INN WHILE WEARING CAT EARS
REWARD	KITTY SHIELD

There is a cat in the Bloomingdale inn that has gotten quite lonely. It needs someone to talk to, but you can't understand it on your own. Put on a pair of cat ears and then try talking to the cute little creature.

If you need to make cat ears, combine a hairband with two doses of kitty litter. Try not to think about why that actually works.

017 YOU SHOULDN'T HAVE ... REALLY

OBJECTIVE	BRING CHANTERELLE SOME MUSHROOMS
REWARD	PRAYER RING

This quest isn't available until about the time you complete Bloomingdale.

Chanterelle is in Angel Falls, in one of the houses beside the river. She wants your party to bring her five belle caps and fist fisticups. These are best harvested out in the fields. They often grow in clumps, such as the ones near Stornway.

Chanterelle gives you a packed lunch after you've brought her all of the mushrooms. Take that into the Hexagon and look near the front. Chanterelle's father is there, standing beside a relief. Give him the packed lunch, watch his reaction, and then return to Chanterelle. You receive a prayer ring as a reward.

018 OUR PRECIOUS PRECIOUS

OBJECTIVE	FIND PRECIOUS
REWARD	SEED OF SKILL

This quest becomes available around the time you complete Bloomingdale.

Pauline is standing near the Stornway side of the Mountain Pass. Her family lost their pet, Precious. Talk to the children after you accept the quest; they let you know that you aren't looking for some wandering Chihuahua. The description sure sounds like a slime. Fight slimes in the nearby Angel Falls wilderness to search for the tiny fellow.

To lure him out, have your hero only wear slime gear, such as gooey gear (made with garish garb and three slimedrops) and a slood (pointy hat and three slimedrops).

After you find him, return to Pauline for a nice reward.

019 MOVING HOUSE

OBJECTIVE	TURN A STRENGTH RING INTO A RAGING RUBY
REWARD	LIFE RING

Take the strength ring that the old man gives you and go back to the inn. If you have a corundum, that can be used to transform the ring into a raging ruby. Do this and return the final product to the man. He'll give you a life ring, as promised.

Life rings are quite powerful, especially when you put them on characters that take mild, persistent damage throughout a dungeon (pretty much any frontline character, but especially martial artists). The HP regeneration over time saves you plenty of MPs in the long run, and those are much more essential!

020 A MASKY TASK

OBJECTIVE	TURN A MALLEABLE MASK INTO SOMETHING MORE BEAUTIFUL (USING ALCHEMY)
REWARD	STILETTO HEELS AND A JAGUARMENT

Back in Stornway, you meet a woman who likes masks. She is inside the building on the left side of town, the one that the man from quest 019 is trying to push around.

This woman wants you to turn a malleable mask into something better. She says that she'll trade a jaguarment to your hero in return. First, go to the inn and make yourself a malleable mask. This requires a circlet, two butterfly wings, and two narspicious. That's only step one. To complete the quest, you need the papillon mask.

That mask demands that you throw your malleable mask, a dread dagger, and three narspicious into the pot. Combine everything and then take the result to the woman nearby.

This isn't usually worth doing until much later in the story, when you have collected far more ingredients.

021 SPUD-SHE-LIKE

OBJECTIVE	CREATE A SUNSTONE FOR THE COOK IN STORNWAY
REWARD	SAINT'S ASHES

Alison, a cook in Stornway, is trying to procure a sunstone. She thinks that it'll help her make the best stone-baked potatoes in town. She's probably right!

Go into the building on the left side of town, near the old man's house (but a bit lower than where he's standing). Talk to Alison and agree to help with her quest.

If you can make a sunstone, she'll be set. Go to the inn and mix Hephaestus' flames, two lucida shards, and three mirrorstones.

Take the end result to the cook and trade the sunstone for saint's ashes. Done and done!

022 MANTLE A LA MODE

OBJECTIVE	MAKE A MACABRE MANTLE FOR KALVIN
REWARD	LUNAR FAN AND A SEED OF DEFTNESS

Kalvin is a fashion designer in Stornway. He's been hanging out in the armour shop, and he could use your help. That's no problem. Go to the inn and combine a dark robe, four wings of bat, and three terrible tattoos. That's all you need to finish your mantle.

Give the macabre mantle to Kalvin and enjoy your prizes.

023 RESEARCH ASSISTANT

OBJECTIVE	SEARCH THE CASTLE FOR CLUES ABOUT BRIGADOOM
REWARD	THREE SEEDS OF SORCERY

Earnan, the old man from the Stornway Castle library, discovers a few things after your hero helps him in Challenge Quest 008. He asks that your group search the castle thoroughly. None of the bookcases has anything more to say about Brigadoom, so where should you actually search?

Maybe it's in a treasure chest. Right? What if you re-searched the treasure room? Try looking in the large red chest at the center of the treasure room (the one that used to have the gold rosary). Ah ha! A crumpled piece of paper.

Take that, along with three magic waters, to Earnan. You get to find out a bit more about Brigadoom's destruction. You also get a substantial reward!

Note: if you don't have magic waters to spare, wait until you get the alchemy recipe to create more. This is hidden in the town of Coffinwell. Search the bookcases in the doctor's lab to learn more.

024 BATTERING BETTERFLIES

OBJECTIVE	DRIVE BETTERFLIES AWAY FROM GEORGE'S FARM
REWARD	SEED OF DEFENCE

Once your party is getting on in levels (with several people above level 15), go ahead and talk to George in the northern part of Zere. He's having betterfly problems, and only a group of experienced adventurers can help him.

Go to the field south of Zere and look for these enemies. Try to wound them and wait for the monsters to run off. If your party is too experienced, the betterflies might run off on their own, saving you some of the trouble. When that's the case, spend your rounds raising characters' Tension instead of attacking. This makes it more likely for foes to run instead of getting killed; slain betterflies are worthless to you.

After you've driven away ten betterflies, return to George and tell him that the work is done. He'll give you a seed of defence and a clap on the back.

025 WARBLING WELLARD

OBJECTIVE	BRING BIRDSONG NECTAR TO WELLARD
REWARD	A GLEEBAN GOLD PIECE

Wellard is in the upper left part of Zere. He's a singsong kind of fellow, but he's also rather embarrassed about it. Bring him some birdsong nectar to smooth over your friendship. That should help his singing and keep you in the big guy's good graces.

In return, he hands your hero a Gleeban gold piece. Sell that for some spare scratch! If you need even more, remember that Wellard would be happy to continue trading Gleeban gold pieces with you for more birdsong nectar.

026 DOUG AND THE SLUGGERS

OBJECTIVE	BEAT UP TEN SLUGGERS
REWARD	MINI MEDAL

Old Doug lives in the town of Coffinwell. He often stands near the mayor's house. Talk to him to learn about his problems. He's upset that his granddaughter thinks he looks like a slugger. Go trash ten sluggers outside of town to even the score.

It takes a few minutes to get all the sluggers you need, but that isn't a problem if you were planning on building some experience or money out in the Coffinwell area. Beyond that, you get a mini medal at the end of the line. That's rather nifty, eh?

027 BIG-HEADED BARD

OBJECTIVE	FIND AND TAKE A BOLT OF TECHNICOLOUR DREAMCLOTH TO A NUN IN THE CHURCH
REWARD	ELFIN CHARM

Earnest is a bard hanging out in the upper right side of Coffinwell. He thinks that he impressed a nun the other evening with one of his impromptu performances. He asks your party to find a bolt of technicolour dreamcloth and take it to the nun.

After you've gotten your dreamcloth, look for the nun outside the church. She'll accept the gift from Earnest. Go back to the bard and let him know about his rousing "success." He'll give you an elfin charm in return. That's a rather amazing gift! Use it in good health.

In case you don't know the recipe for technicolour dreamcloth, here it is: combine three grubby bandages, a brighten rock, and a celestial skein.

028 DESERT FOXES

OBJECTIVE	GATHER TEN DUNEBERRIES FROM PARCHED PECKERELS
REWARD	LUMP OF PLATINUM ORE

There is a signpost outside of Gleeba that tells you that the city is nearby. It's pretty non-descript. However, if you approach the sign from the back and try to read it, there is a hidden message.

This starts a quest to gather ten duneberries. The parched peckerels around the coast have these. Head out to the edge of the continent and patrol there to find more peckerels than you'd ever want. Kill them in high numbers and steal while you're doing it if you need extra kitty litter.

Once you have all ten, go into Gleeba and talk to a dancing girl in the upper left side of the dancing hall. She'll accept your ten duneberries and give you your reward.

029 FOOL'S GOLD

OBJECTIVE	SLAY THE GOLD-PLATED GOLEM
REWARD	1,000 GOLD COINS (AND VERY REPEATABLE)

Talk to Ruki, a guard in Gleeba. He stays at the barracks in the lower left side of town. He's gotten an odd request that he doesn't quite know how to handle. If you can find a "false" gold golem, you'll be able to receive a reward.

Because people spend so much time hunting golems to the south anyway, it's a great quest to take on. Just walk south, to the area where the gold golems hang out. Fight these enemies and wait for the fake golem to be revealed; this happens after a random battle where you defeat a "gold" golem.

Your party is instantly rewarded with **1,000 gold coins**. Accept this quest every time you are in town to rest if you'd like the bonus gold.

030 WRAPPER'S DELIGHT

OBJECTIVE	GATHER FIVE GRUBBY BANDAGES FROM MUMMIES
REWARD	RUBY OF PROTECTION

Talk to Mehdik; he's a guard in the Gleeba barracks, on the second floor. He needs better bandages, and apparently grubby bandages are just perfect. These are taken from mummies, which you can find plentifully in the lower levels of the plumbed depths (an upcoming dungeon). Once you gather enough of them, return to Mehdik.

Having a thief along makes the process very quick. You can sometime double up and get a stolen bandage and a chest with a second one after the battle ends. Good times.

When you're done, Mehdik gives your hero a ruby of protection.

031 FEATHERS FOR A FAN

OBJECTIVE	BRING THREE HOCUS CHIMAERA FEATHERS TO AFAN
REWARD	MAGICAL SKIRT

Talk to a man named Afan in the Gleeban dancing hall. He wants to do something nice for Belinda, one of the young dancers. He asks that you find three hocus chimaera feathers and return them to him.

Killing hocus chimaeras is very easy, and they're found locally and back in the Heights of Loneliness. There is a "but" coming up. It's easy to kill these monsters, BUT it takes many kills to get the feathers you need.

Don't rush out to do this quest thinking it'll be a quick romp. Choose a time when you're interested in doing heavy fighting anyway. For example, change one or two characters into new vocations and use the easy fights for leveling while you wait for your feathers. It's not as fast as killing high experience targets, but at least it gives you a secondary goal to focus on while you wait.

Afan gives you a magical skirt when you bring him the feathers.

032 OIL GET IT!

OBJECTIVE	GET TURBO TOAD OIL BY KILLING AN EXPLOAD WITH A CRITICAL HIT
REWARD	2,000 GOLD COINS

A traveling merchant appears in Gleeba later in the game. He stays near the well and he's wearing a bright red hat. Talk to him. His name is Peregrine, and he'll ask your party to kill an expload with a critical hit.

If you have a lance user, this is extremely easy later on. Use Thunder Thrust repeatedly while the remainder of the party defends. Because exploads are close to Gleeba, you don't even have to hunt very far.

If your group doesn't have a person who can get frequent critical hits, your best bet is to hunt the creatures with slightly weaker weapons. Have everyone attack and pile on the beast. Critical hits do so much more damage that you have a good chance of getting a kill off of one.

If you have a warrior, let the expload beat on your character while he or she intentionally annoys the monster using Whistle. As soon as a coup de grâce pops up, use it for the guaranteed critical hit!

When you're done, return to Peregrine and get 2,000 gold coins.

033 LADY OF THE DANCE

OBJECTIVE	SEEK THE LEGENDARY DANCING TEACHER OF THE ILUUGAZAR PLAINS
REWARD	LEARN THE BELLY DANCE PARTY TRICK

Your party has to search far and wide to complete this quest. It begins in the library of the Mirage Mahal. One of the bookcases has a reference to an amazing dance instructor that lives on a continent to the north.

When you have time, travel to this continent and enter the Iluugazar Plains. Goody bags are one of the rarer monsters that spawn on the plains. Look for them and attack these creatures exclusively. Some time after your battle with a goody bag, the legendary instructor approaches you. Your character is taught how to Belly Dance as a reward.

034 A SIMPLE TASK

OBJECTIVE	ATTAIN THE SIMPLE SIMON OR SIMPLE SIMONE ACCOLADE
REWARD	VETERAN'S HELM

In Batsureg, there is a young girl named Chuluun. She wants to know more about her family legacy. Show her this by getting an accolade: either Simple Simon or Simple Simone.

Male heroes should combine the following outfits to get the title you need: sadistick, dragon shield, hermetic hat, dark robe, heavy handwear, blue jeans, classy clogs, utility belt. Your hero should be a priest to pull this ensemble off.

Female heroes should equip the following: giant's hammer, boss shield, minotaur helm, jaguarment, gloomy gloves, steppe steppers, agiliboots, and an elfin charm. Your hero should be a ranger to wear this in style.

Get the accolade for this outfit, use "edit profile" from the options menu to change your title to Simple Simon/Simone, and then talk to Chuluun again.

035 ALL DOLLED UP

OBJECTIVE	CAST SNOOZE ON A BRAINY BADBOON AND THEN USE HALF-INCH TO STEAL A RAG DOLL FROM IT
REWARD	EINHANDER (GLOVES)

Speak to Enkh in the western building of Batsureg, who needs you to recover a rag doll. To get one, search the Iluugazar Plains for a brainy badboon and use Half-Inch on the beast after casting Snooze on it.

The brainy badboons are indeed just outside the village. They're the pink creatures that you see wandering around the plains. Hunt for them, get into a fight, and cast Snooze until the spell sticks. Once it does, use Half-Inch with as many characters as you can.

036 LITTLE MISS BOSSY BOOTS

OBJECTIVE	GET TWO ROYAL SOILS AND A HOLY WATER AND BRING THEM TO ALCHEMILLA
REWARD	LEARN THE SWINEDIMPLES SALUTE PARTY TRICK

Alchemilla is a young girl at Swinedimples Academy. She's standing on the first floor of the main building, in the open portion of the hallway. Talk to her to start a quest. Bring her two lumps of royal soil to fulfill this.

Drastic drackals and mad moais both drop this uncommon item. The first of these is found in Wormwood Canyon and Wyrmtail. The latter is found in the Lonely Plains and the Heights of Loneliness.

When that's done, get some holy water (from an item shop) and give that to Alchemilla as well. Your party learns a new move in return.

037 FUNGHI FOR A FUN GUY

OBJECTIVE	BRING THREE BELLE CAPS TO GUS
REWARD	FINESSENCE

Gus is an artist inside the bottom of a well. What's even stranger is that this isn't a well in a nice town; it's a well in the middle of nowhere. Sail east of Hermany and look for two islands. The smaller island has the well, and Gus is inside.

Once you've found that, talk to him and acquire this quest. He needs three belle caps, which can be harvested from the area east of Gleeba. Sail to another small island there and scour the ground for these mushrooms. Bring them back once you've gotten enough of them. One run should be ample.

038 MUFFLED ADMIRATION

OBJECTIVE	GIVE SCARVES TO EACH OF THREE SANGUINI TYPES
REWARD	ELFIN ELIXIR

A warrior named Scarface hangs out inside the Wormwood Creek weapon shop. Talk to him and agree to pass on handmade scarves to a selection of sanguinis. There are three types of these monsters, and you need to find each.

Look for teeny sanguinis, pink sanguinis, and genie sanguinis.

SANGUINI LOCATIONS	
MONSTER	LOCATION
TEENY SANGUINI	ANGEL FALLS
PINK SANGUINI	BOOMINGDALE
GENIE SANGUINI	REALM OF THE MIGHTY

Go to each of these regions, when possible, and defeat a sanguini of the given type. Afterward, your hero gets to put the little scarves on the creatures. Return to Scarface after all three have been properly accessorized.

039 FOLLOW THAT FISH!

OBJECTIVE	FIND A WAY TO SUMMON LLEVIATHAN
REWARD	STERLING'S WHISTLE (CONTROL OF THE STARFLIGHT EXPRESS)

Jona Jones was the girl your party helped in Porth Llaffan. Talk to her and ask if you can help with anything else. She says that the real Lleviathan is still in the area, but she doesn't know how to summon the great creature of the deep. Can your party find out how to do this?

After accepting this, look outside, by the water. The spirit of an old woman sometimes stands by the shore. Search for her in the evening and ask her how she summoned the creature in the old days. She'll tell you what you need for such a pursuit: a watermaul wand, a flowing dress, and a silver shield.

Tell Jona about this. She'll go to Tywll Cave and wait for your party there. Meet her at the top of that cave when you have the three pieces of equipment. Have one of your characters equip the goodies and then talk to Jona.

A fight soon ensues. Lleviathan attacks, and he's much more aggressive than he was when you fought him the first time. Expect more powerful area of effect attacks, and usually a single melee attack each round. Sometimes he'll mix in a melee attack and a second attack that's likely to score a critical hit.

A healer with Multiheal and Moreheal is pretty much required. The new Lleviathan has considerable health, so settle in for the long fight and raise your characters' attack damage as best as possible. Kabuff is a major boon if you have it; those critical hits are nasty otherwise. If you don't have that, standard Buffs are okay too.

Your hero gets a fygg when you win. This restores your access to the Starflight Express. Now your party can fly around the world, seeing locations that were once inaccessible. Huzzah!

040 MAN EATING VEGETABLES

OBJECTIVE	EARN THE HERB'LIST ACCOLADE AND THEN TALK TO THE VILLAGER AGAIN
REWARD	YGGDRASIL DREW (X3)

Go to the item shop in Angel Falls. A village woman wants your hero to earn the Herb'list accolade and talk to her. She's concerned that anyone who uses that many herbs will turn green in the face.

If you don't already have this accolade, here is what you can do to help get it: buy 100 medicinal herbs and use those for between-battle healing for the next few dungeons you assault. That's a great way to get the title without worrying about it.

After you get the accolade, go into the miscellaneous menu, edit your profile, and choose Herb'list from the accolades earned submenu.

041 STYLE GOORU

OBJECTIVE	FIGHT SLIMES UNTIL YOU FIND A GOODODENDRON
REWARD	SEED OF AGILITY

Dr. Slimon is a slime researcher in Angel Falls. Talk to him on the right side of town. He asks your group to find a slime style specialist in the area.

Engage all the slimes outside of town. After a few fights, one of them should drop a flower known as the goododendron. Bring this back to Dr. Slimon.

042 LETTER GETTER

OBJECTIVE	GET A LETTER FROM BLING BADGERS AND TAKE IT TO BRYSON
REWARD	GLOMBOLERO

A sleeping man named Rufus rests out in the open near the Stornway church. He won't trust your party with his quest unless you've already beaten a grotto.

When he's ready to talk, agree to find a woman's lost letter. It's held by bling badgers, and they're only found inside grottos (usually ones that are water-based). Accept this quest if you like going into grottos anyway, as it takes some time before you're lucky enough to stumble into these foes.

Once you find a floor that has these badgers as random enemies, stay there until the quest completes. It's a random drop, so you might be fighting for awhile. When it comes, your party discovers a crumpled letter.

Take the letter to Porth Llaffan. Bryson is the mayor's son; your group has met him before. Go to the mayor's house and deliver the missive.

043 MAID TO WAIT

OBJECTIVE	DRESS AS A MAID FOR GULLIVER
REWARD	HALO

Gulliver is an elderly man in Stornway. Look for him in the bottom right side of town, inside a building. Talk to him and find out more about a maid he's been waiting to meet. He won't live long if he doesn't get something special to live for.

Dress one of your female characters in a nice outfit, including a maid's mop and a maid outfit. Add some high heels and fishnet stockings if you really want to have fun with it.

Talk to Gulliver when the outfit is complete. He'll give life a second chance.

044 A CLIMBER FOR A CLIMBER

OBJECTIVE	KILL A TREEVIL USING STONE'S THROW
REWARD	MINI MEDAL

Mrs. Tofferton is the richest woman in Coffinwell. She's looking for a beardy weirdy, but they're not an easy pet to acquire. These creatures live on treevils, but you can't get one just by killing treevils. Instead, you have to finish off such a monster using the Stone's Throw ability.

Make sure that you have a character with some skill in fisticuffs before going hunting. Then, go to the Urdus Marshland or the Iluugazar Plains. That's where treevils hang out.

It takes too many attacks to kill treevils with just Stone's Throw. Have one of your weaker characters soften the target before you use Stone's Throw. If no one in your group is weak enough to hit the monsters without killing them, equip a weaker weapon on your weakest character. That helps.

Collect the beardy weirdy after the fight and bring the creature back to Coffinwell.

045 TALE OF THE PAPER TRAIL

OBJECTIVE	FIND A TEST THAT'S BLOWN OFF IN THE WIND
REWARD	BRAINY BRACER

Jade is a mother who doesn't know what to think of her son's grades. She is standing in lower Coffinwell, on the right side of town. Her son's test paper blew off and has landed outside of town. Agree to the quest, and then go outside to fight random monsters.

Every few battles, your party finds a piece of the test paper, but it's been torn into three separate pieces. Make sure to get all three of them to prove how Lionel scored. Give these to Jade and get her brainy bracer in return.

046 PUTTIN' EM IN PLATINUM

OBJECTIVE	CREATE PLATINUM GEAR FOR DOMINIQUE'S SON
REWARD	DIVINE DRESS

Dominique is a woman on the left side of Coffinwell; she's inside the building beneath the professor's house. Talk to her about her son's future. She asks that you use alchemy to craft her the following items: platinum sword, platinum shield, platinum mail, and platinum headgear.

For your convenience, listed below are the ingredients you need to create all four items.

PLATINUM SWORD	IRON BROADSWORD, PLATINUM ORE, HEPHAESTUS' FLAME
PLATINUM SHIELD	LIGHT SHIELD, PLATINUM ORE, HEPHAESTUS' FLAME
PLATINUM MAIL	GOLD MAIL, PLATINUM ORE, HEPHAESTUS' FLAME
PLATINUM HEADGEAR	IRON MASK, PLATINUM ORE, HEPHAESTUS' FLAME

This quest is extremely labor-intensive. Farming the gold for the base items is the easiest part. It takes longer to gather the platinum ore, and then even a bit longer still to get all of the Hephaestus' flames.

047 DOZY MAYOR

OBJECTIVE	WAKE MAYOR BRYCE
REWARD	SEED OF MAGIC

Zoom to Porth Llaffan and talk to the attendant who lives with the mayor, on the left side of town. He's worried that the mayor still hasn't recovered from the shock involved in the Lleviathan incident.

Here is what you need to wake the mayor. Get some fresh water (a random find in various breakable/searchable objects). Take that to Angel Falls and give it to the man who stands by the falls. He'll make Angel's Tears for you. Bring that to the mayor's attendant. That's all there is to it!

048 A TASK FOR A CASK

OBJECTIVE	BRING HOLY WATER, FRESH WATER, AND MAGIC WATER TO THE BARREL MAN
REWARD	SEED OF DEFENCE

Slurry Quay isn't much of a tourist attraction, but there is a quest to finish there. Zoom to Dourbridge and then walk along the western road to get back to Slurry Quay. On the left side of the map, look for a barrel, stationed at the edge of the docks. Interact with it to trigger the quest.

Bring some holy water to the barrel and pour it over the container. You can buy holy water locally, from the item shop.

Next, the guy needs fresh water. This one is a random drop from breakable/searchable objects. Get one of those and pour it over the barrel.

Finally, buy some magic water and give that to the barrel man as well.

049 ROCK ON!

OBJECTIVE	BRING A RESURROCK, AN ENCHANTED ROCK, AND AN AGATE OF EVOLUTION TO ROCKY
REWARD	ERDRICK'S SHIELD

Rocky is a huge fan of sculpting and sculptors. He's in Zere Rocks, in the northwestern part of the stone village. To impress this guy, your party should bring him a resurrock, an enchanted rock, and an agate of evolution. The first two are easy to find. The final one must be created with alchemy.

The recipe for an agate of evolution is to combine sainted soma (x2), ethereal stones (x2), and a chronocrystal.

Gather the three stones and give them to Rocky. He'll give you a rusty shield, a piece of armour that can be turned into Erdrick's shield. To do that, you need nine glass frit, one orichalcum, and the rusty shield.

050 CONFESSION OF CIN'S

OBJECTIVE	DEFEAT A BLOOD MUMMY AND RETRIEVE A DEAD MAN'S DAGGER
REWARD	SEED OF THERAPEUSIS

Sister Cindy works at the church in Bloomingdale. She carries a burden on her soul, and only your hero can help her now. Agree to her quest and start hunting blood mummies. Travel to the Bowhole and start looking for these crimson undead. It's going to take several kills to find the dead man's dagger. Settle in and look for other high-end targets while you're waiting.

After a random number of battles against blood mummies, you should find the dead man's dagger. Return with it and give Cindy the weapon.

051 A MARTYR TO HIS MA

OBJECTIVE	TAKE SOME SAINTED SOMA TO WALTER'S MOTHER
REWARD	ETHEREAL STONE

Walter is a guard at the Gleeba barracks. He wants his mother to live a healthy and long life. It's rumored that a certain drink can help with that: it's called sainted soma. Walter wants you to take this drink to his mother in Wormwood Creek.

Your first task is to find the proper ingredients for this drink. Gather and then combine lucida shards (x2), sage's elixir (x2), and astral plums (x2). These combine alchemically to make the sainted soma.

Once you've brewed the drink, travel to Wormwood Creek and look inside the item shop. Walter's mother is there, standing near the counter. Give her sainted soma and take a care package from her. Go back to Walter and give him the goodies from his dear old ma.

052 TALL ORDER COOK

OBJECTIVE	GO TO ZERE AND GET VEGETABLES FROM GEORGE CROFTER
REWARD	A GLEEBAN GOLD PIECE

Fry, the chef at the top left side of the Mirage Mahal, needs better veggies. He asks that your hero go to Zere and seek help from George Crofter.

Zoom to Zere and talk to George; he's the guy at the top of the town. He'll require three pieces of horse manure and seven cowpats to get the job done. Give him these from your stock of tools, and he'll send a shipment of veggies to Fry.

Next time you see Fry, he'll reward you. This quest has a lot of running around for such a modest reward, but you learn more about the shortage of Farmer Crofter's magic manure.

053 MAGMALICE MANIA

OBJECTIVE	GET A MAGMALICE HANDPRINT
REWARD	PRINCE'S PEA COAT

Hordy is a boy in the Wormwood Creek item shop. He's in competition with a local girl over who can get the most pieces of cool monster memorabilia. Go to the Magmaroo and fight magmalices until you find what he's looking for.

They're fairly deep in the dungeon, and they're mean targets. Make sure to organize your group for strong damage dealing. Otherwise, it takes a couple rounds to kill each magmalice.

After a few battles, you should get your handprint. Bring it to Hordy!

054 MOAI MEMORABILIA

OBJECTIVE	GET A MEGA MOAI HEADPRINT
REWARD	PRINCESS'S ROBE

Stasha is a girl at the inn in Wormwood Creek. Talk to her and offer to find the girl a mega moai headprint. Collect these by fighting mega moai in the dungeon called the Magmaroo.

You won't get the headprint after killing just one mega moai. This is a random event, so just keep slaughtering the big statues until you're in the clear. Return to Stasha when you're done and give her the collectible headprint.

055 MUMMY'S LITTLE HERO

OBJECTIVE	BRING TIMMY A WAKEROBIN
REWARD	ROCKBOMB SHARD

There is a cave northeast of Angel Falls called the Pool of Spirits. Your party can reach this cave by flying the Starflight Express onto the near plateau. Land there, enter the cave, and talk to the boy inside. He needs wakerobin for a good cause.

The kid's name is Timmy. He's not asking too much, and wakerobins are fairly easy to get. Bring the kid his wakerobin and collect a rockbomb shard.

056 NICHOLAS'S NECKLACE

OBJECTIVE	GET THE MEMENTO NECKLACE AND BRING IT BACK TO NICHOLAS
REWARD	SEED OF DEFENCE

Nicholas is in a cabin that is east of Stornway, off the coast. Fly there with the Starflight Express and look around. He's in the lower cabin. Accept his quest and agree to find a lost memento.

Afterward, go into Woody's hut (to the north). Listen to the man while he sleeps. He reveals some information about the memento you're looking for.

Get in your ship and sail around the edge of the world map. Abyss divers sometimes attack vessels in those areas. Keep killing those until one drops the memento necklace. Return that to Nicholas to complete the quest.

057 NOT NICHOLAS'S NECKLACE

OBJECTIVE	FIND WOODY'S MEMENTO AND BRING IT BACK TO HIM
REWARD	SEED OF AGILITY

Woody is in the northern cabin of an island east of Stornway. Land there with the Starflight Express and talk to the man after you've completed quest 056. Woody wants you to find a memento from his lost love.

Go listen to Nicholas while he sleeps. He'll reveal that a pink sanguini might have the memento. Zoom to Bloomingdale and hunt these little creatures down. When they finally drop a different memento necklace, get that to Woody.

058 FIXING THE SICKLOPS

OBJECTIVE	GO TO A GROTTO, WOUND ATLAS, AND THEN STEAL HIS TITANIC TINCTURE
REWARD	A TREASURE MAP

Newid Isle is a small area southeast of Alltrades Abbey. Fly there with the Starflight Express, land on the plateau, and go to the center of the region.

Locate a clearing with a young boy and a gigantes. The boy starts a challenging quest. He asks your party to go into a grotto and seek Atlas, a monster of tremendous power. You have to bring Atlas below 700 HP and then steal his titanic tincture before killing him.

Atlas has 6,500 HP, so you can't deplete his health quickly. To be on the safe side, keep a notepad with you during the fight and manually track Atlas' health. This avoids a situation where your party does burst damage and slices through the last of Atlas' health in one round.

Once Atlas breaks out his tincture, use Half-Inch to steal it. It's helpful to have multiple people attempt Half-Inch, as long as you have more than one character with this ability.

Don't attempt this quest until your party has geared up and gotten levels in several grottos. The end fight is a rough one indeed.

059 RUNNY BUNNY

OBJECTIVE	FIND A SET OF SHOES TO HELP SHANICE RUN
REWARD	VENUS' TEAR

Shanice is a former dancer from Gleeba. She's trying to find a set of footwear to help her run as fast as a metal slime. If you can find metal slime sollerets, it will make this woman ever so happy. She'll give your hero a Venus' tear.

060 THAT MAKES SCENTS

OBJECTIVE	FIND A MIXTURE OF HERBS FOR MYRRHIA
REWARD	ENCHANTED STONE

Myrrhia is living in a well with King Considerate. This well is found in Eastern Wormwood, and can only be accessed with the Starflight Express. Land in the clearing near the well and climb down to meet the quest giver.

She'll ask your hero to bring her ingredients that smell nice. She needs things that are calm, sweet, and spicy. Try giving her thinkincense, nectar, and narspicious. That does the trick. Myrrhia gives your hero an enchanted stone as a prize.

061 MAGER MIGRAINE

OBJECTIVE	GET HEXITE FROM A SHOGUM AND BRING IT TO CEPHALGERNON
REWARD	LUCIDA SHARD

Cephalgernon is in a well that's southeast of the Bowhole. You can't get into the well without flying over the plateau where it's located. Get access to the Starflight Express via quest 039 and then seek this mage.

Agree to bring him hexite from a shogum. These are only found inside grottos, so hunt those treasure maps and look into the dungeons to find your quarry.

Shogums are fairly tough enemies, when you do find them. They are double attackers, call for backup, hit hard, critical often, and they don't die quickly. Bring a party with high physical defence and the ability to Kabuff. This helps avoid the bulk of the shogums' damage.

After your victory, return to Cephalgernon and give him the hexite. This is a repeatable quest, even in single-player mode.

062 BRIAN'S DYIN' WISH

OBJECTIVE	LOCATE BRIAN'S OLD CAPTAIN
REWARD	TREASURE MAP (BARAMOS'S MAP)

Brian was once a pirate who served under a captain that he trusted. Some time ago, Brian lost the will to sail and stopped on an island by the Cringle Coast. This island is in the northeastern part of the world map.

Interact with Brian's skeleton inside a cave on the lower part of the island. The note you find implores your hero to find the pirate's captain.

There is a ruinous shield in the same cave. Get that and then hunt salamarauders in Tywll Cave or the Slurry Coast. Eventually, killing these creatures gets you the larrrst letter from the captain.

Bring the letter back to Brian's skeleton and read it aloud. You've done a good deed for an old salt.

063 KEEP YOUR EYES PEELED

OBJECTIVE	FIND A RED SIGNPOST FOR MARCO
REWARD	WARRIOR'S SWORD

Marco is the sword teacher at Swinedimples Academy. He stays at the chapel, in the rear of the main building. Talk to him if you have a sword user with 30 or higher skill in his or her blades.

Marco wants your group to find a red signpost that was left by a legendary swordsman. Once you read the signpost, return to Marco and get your warrior's sword.

064 TURN IN YOUR BADGES

OBJECTIVE	FIND THE FIVE HIDDEN BADGES, IN ORDER
REWARD	"SWORDCRAFT IN SUMMARY"

Marco still hides in the chapel at Swinedimples Academy. He had you search all over the world once, and he'll do it again when you have a character that has mastered the sword skill.

There are now five badges hidden for you to find. Look for these in the following order.

Once you have the scroll, give it to your best swordsman. The ability it provides is called Gigagash. The attack rips all enemies into the tiniest of bits. It's quite fun, though you pay a high price in terms of MP.

065 OPERATION MERCURY

OBJECTIVE	DEFEAT THREE METAL MEDLEYS USING PRESSURE POINTER
REWARD	A HALBERD

Lance is a weapons trainer in Swinedimples Academy. He's in the left hallway of the main building on the first floor. Talk to him if you have a character with over 30 points invested in spears.

He'll ask your party to go to the Bad Cave and kill three metal medleys. That's easy enough, but there is a catch. You have to use Pressure Pointer exclusively to score your kills. Have other characters defend, buff your spear user's agility, or attempt to stun the medleys.

Go to B1 of the Bad Cave and search around for these somewhat elusive targets. This is not a quick quest by any stretch of the imagination. If multiple characters have Pressure Pointer, you can dramatically improve your chances of succeeding in a given fight. If you need to switch vocations to make that happen, so be it! This quest is long enough that anything you can do to aid in it will be worthwhile.

066 OPERATION MULTITHRUST

OBJECTIVE	KILL TWO GLOOMY GASTROPOGS WITH ONE MULTITHRUST (AND THEN REPEAT THIS FOUR MORE TIMES)
REWARD	"CLEAR SPEAR THEORY"

Lance has a second quest when your spear user hits the skill cap with his or her spears. Talk to him on the left side of Swinedimples' main building. He now demands that you kill two gloomy gastropogs with a single Multithrust. Your heavy hitter needs to do this five times to win.

These enemies are found on Pluvi Isle and in the Gittish Empire. Have other characters work to raise the damage dealer's output before the Multithrust goes off. A combination of Egg On, Oomph, and other attack raisers are quite effective.

Lance gives you "Clear Spear Theory" as a reward. This scroll teaches Lightning Storm to anyone that's carrying it. This ability calls forth bolts of light that damage the entire enemy group.

067 NAB THE KNIFE-NICKER

OBJECTIVE	CAST SNOOZE ON A SHIVERY SHRUBBERY AND KILL IT WITH TOXIC DAGGER BEFORE IT WAKES
REWARD	ICICLE DIRK

Madame Couteau is the dormitory cook in Swinedimples Academy. Go into the dorm on the right side of the compound, and look for her on the first floor. If you have a knife user with 30 or more skill points, she'll give you a quest.

Retrieve her cooking knife from a shivery shrubbery. These are found close to the academy, but you need to do some prep work to get the blade back.

After meeting a shivery shrubbery, use Snooze to put it to sleep. Then, use Toxic Dagger to finish the beast off while it's still sleeping.

This is another quest that isn't hard but requires some patience. Have a spare priest or armamentalist come along to take care of the Snooze work. This frees your knife-user to keep up with Toxic Dagger while the caster uses Snooze during subsequent rounds, in case the target doesn't die properly.

When you find the knife, bring it back to receive an icicle dirk.

068 SPICE UP YOUR KNIFE

OBJECTIVE	KILL A BAD KARMOUR WITH VICTIMISER WHILE IT IS AFFECTED BY TOXIC DAGGER (DO THIS TEN TIMES)
REWARD	"KNIFING KNOW-HOW"

Madame Couteau is still in Swinedimples Academy. Go to her when your skill with a knife reaches maximum. Her new quest is to kill many bad karmours with the Toxic Dagger [->] Victimiser combo.

Bringing two knife users makes the quest much faster. One of the characters need only have Toxic Dagger to assist. The other character finishes the bad karmours with Victimiser. It takes few points to purchase Toxic Dagger in the first place, so this isn't much of a burden to set up.

Go to Western Wormwood or the Oubliette to find your enemies. Come back after you've done the grunt work against the enemies. The scroll you receive lets the user cast Persecutter, a single-target attack ability with high damage potential.

069 YOU SCRATCH MY BACK ...

OBJECTIVE	FIND A PERFECT SCRATCHING WAND FOR ITCHY
REWARD	BROUHAHA BOOMSTICK

Itchy is one of the weapon trainers in Swinedimples Academy. He's the old man standing outside, near the main building. Talk to him when you have a character with a Wand skill of 30 or more.

He suggests that you talk to a guy in Slurry Quay. The man runs the item shop in Slurry Quay. He'll say that the wand is in Tywll Cave. Talk to him, and then go to the dungeon.

Fight random encounters as quickly as you can. The backscratcher you want drops randomly. The monsters are weak enough for your current party that it shouldn't take too long to find. Return to Itchy and get your reward as soon as you find what you're looking for.

070 LOOK, BACK IN ANGER

OBJECTIVE	MAKE MEDICINE FOR ITCHY
REWARD	"WANDS AND BEYOND"

Itchy is the wand master at Swinedimples. See him when you have a character that has mastered the Wand skill. To finish another quest, get this old fellow the medicine he needs. He's still standing in the same place, outside between the two entrances of the main building.

Talk to Fanny for him. She's on the second floor of the main building, on the right side of the hallway. To make the medicine Itchy needs, collect molten magma and toad oil. Toad oil is a regular item, so it's possible that you already have some. If not, hunt for some by killing giddy or gloomy gastropogs.

To get the molten magma, journey to the Magmaroo and fight live lavas until some drops. It won't take too long.

When you have both items, return to Itchy; you don't need to stop and see Fanny this time. Give Itchy the goodies and get your prize. You won't have to keep working for this crusty trainer any more!

The "Wands and Beyond" scroll lets wand users cast Zing Stick, an ability that has a chance to Resurrect fallen allies (with a chance of failure). This is good for mages because they can act as backups if the main healer dies.

071 STAUNCH THE STENCH

OBJECTIVE	KILL STENCHURIONS WITH THE DELIVERANCE ABILITY
REWARD	KILLER PILLAR

Paulo is the staff weapon master at Swinedimples Academy. He'll ask anyone with 30 or more skill points in staves to search the seas to the north of Swinedimples Academy. He's hoping that you'll find a stenchurion with a possession of his.

Kill stenchurions with your staff-user's Deliverance ability. This deals extra damage to stenchurions anyway, so it's one of the more gentle quests in that sense. Of course, there is always a rub. You have to find the enemies first, and it's quite hard to control which fights you are forced to face the high seas.

Return to Paulo after you succeed. He'll give you a killer pillar.

072 JUMP FOR JOY

OBJECTIVE	DEFEAT NEMEAN WITH A REGULAR ATTACK FROM THE LAUNDRY POLE
REWARD	"STAFF STUDIES"

Paulo has a quest for staff users that master their art. He sends your party into the grottos to hunt for a monster called Nemean. These things look like manticores, and they're tough as nails. Killing one is a modest challenge, but Paulo wants you to step it up a notch. He asks that you finish the creature off with a normal attack while swinging the laundry pole (the weakest staff in the game). Huh.

Bring the laundry pole with your group into the grottos, but obviously don't equip it until you're toward the end of a Nemean battle. Using the Misc. menu, it's possible to switch weapons even in the middle of combat. Do this to make sure your group has full damage output during the early fight.

Use the proper mix of party enhancements to make it easier for your staff-user to land the final blow. Tension bonuses, attack improvements, and Sap all work together to make this happen.

The reward scroll is called "Staff Studies." The person with this scroll can go into a defensive stance that counters blows sent in his or her direction. Characters with Eyes on Me and Whistle are able to get enemy attention and then punish it during subsequent rounds while keeping the party safe.

073 WHIPPING BOY'S WISH

OBJECTIVE	GET MR. WHIPPY A NEW WHIP
REWARD	SPIKED STEEL WHIP

Toadie is the whip instructor at Swinedimples Academy. Well, he's actually a follower of Mr. Whippy, but you still have to talk to this kid to get what you want.

Toadie is on the second floor of the main building, inside a classroom on the right. He'll send you to Catwright, a whip maker on the south seas. Look for a lighthouse on a tiny island. Catwright is inside, and she needs a hammerfang that drops from power hammers.

Zoom to Gleeba and hunt the Djust Desert for these flying sharks. Kill several of them until one of the hapless sharks drops the hammerfang. Take it back to Catwright. She'll make the whip you asked for.

Zoom back to Swinedimples and tell Toadie the job is done. The new whip gets delivered, and you get your prize.

074 MR. WHIPPY'S WISH

OBJECTIVE	RUN A NEW ERRAND FOR MR. WHIPPY
REWARD	"WORKING WITH WHIPS"

Don't return to Toadie. Now you realize that he isn't much of an instructor at all. Why not go to the source this time?

Mr. Whippy is in the dining hall of the dormitory. Talk to him and agree to go see Catwright again.

Catwright is still at the lighthouse, on the seas near Bloomingdale. Catwright wants you to kill a drastic drackal and a dreadful drackal. The final blows needs to be done with regular attacks from a leather whip.

These monsters are found in Wormwood Canyon, and Wyrmtail for the drastic drackal. His cousin appears in the Gittish Empire and the Djust Desert.

When fighting, remember to use various spells and abilities to raise the whip user's damage. This compensates for the horrid quality of a leather whip (the first whip in the game).

Return to Catwright after the kills are made. She'll give you a parcel to take to Mr. Whippy. Your party gets "Working with Whips" as payment.

Your whip gets a powerful group-attack ability as long as your whip carrier keeps that scroll in his or her inventory.

075 RAKE A TAIL FEATHER

OBJECTIVE	COLLECT TEN TINNY TAIL FEATHERS FROM ROBO-ROBINS
REWARD	KESTREL CLAWS

This weapon quest begins in Swinedimples Academy, on the right side of the first floor. You need to have a character that is well-skilled with Claws to begin the quest (i.e., have a person with 30 or more in Claws).

Kill ten robo-robins using the Can Opener attack. Each kill of this type gets your party a tail feather that you need. Once you have ten of them, return to the weapon trainer and get your reward.

076 TALONTED TRIO

OBJECTIVE	KILL THREE SPECIAL APPRENTICES
REWARD	"THE CORE OF THE CLAW"

Return to Klaus when your party has a claw user with a skill of 100. He's still in his room on the first floor of the Swinedimples Academy main building. He'll give you a new quest.

Fight three creatures in the area and defeat them with your claws. First, seek the tearwolf in the Snowberian Coast. Let your claw user do all the fighting and kill the creature as soon as you can.

Return to Klaus and find out the second target. Go to the Oubliette and kill a claws in the same way. Talk to the apprentice and go ask Klaus about the final target.

Set sail on the high seas and look for a king crab. Defeating him with your claw user is the final test. Afterward, talk to Klaus and get your scroll. This allows the claw user to execute Hand of God. Your new attack inflicts high, single-target damage.

077 COOL-FANNED KOOK

OBJECTIVE	BRING FANNY A FREEZING FEATHER FROM THE SNOWFIELDS
REWARD	WHITE TIGER FAN

Fanny is the fan trainer in Swinedimples Academy. She's at the end of the right hallway on the second floor of the main building. Talk to her when you have a fan user with 30 or more points of skill.

To complete her quest, kill monsters with your fan user while in the snowfields. Soon, one of the feathers drops. Return that to Fanny.

078 OH, THE INDIGNITY

OBJECTIVE	DEFEAT A LIQUID METAL SLIME USING FAN DANGO (WHILE WEARING A BUNNY OUTFIT)
REWARD	"FURTHER FANMANSHIP"

Talk to Fanny again when your fan master has 100 points in his or her skill. Then, put on bunny ears and bunny tail. Talk to Fanny with one of your characters decked out in such a way and then set off to defeat a liquid metal slime using Fan Dango.

Travel to the Bowhole or the plateau near Angel Falls. Liquid metal slimes are plentiful in both locations. Hunt for them and have your fan user ready. When one is found, use the party to soften the creature on round one and have your fan user go for the kill on round two (or three if you don't have the best abilities for softening these monsters).

Fanny teaches you the Hustle Dance when you return. This fan technique can only be used by people who hold on to the weapon scroll she hands over. This move heals your party in a dance of fanny delight.

079 BRING OI BACK ME AXE

OBJECTIVE	KILL TREEVILS IN THE URDUS MARSHLAND TO GET MAX'S AXE
REWARD	PRO'S AXE

If you have someone with an axe skill of 30 or higher, talk to the farmer near the entrance to Swinedimples Academy. This guy doesn't look like much, but he's really the axe instructor for the academy. Accept his quest and travel south, into the Urdus Marshland. Hunt treevils there until you find Max's axe. Take the weapon back to him for your reward.

080 ATCHET JOB

OBJECTIVE	DEFEAT THREE MAGMALICES, THREE STONE GUARDIANS AND THREE BAD KARMOURS USING HATCHET MAN
REWARD	"ADVANCED AXECRAFT"

Take a character with maximum axe skill up to meet Max, the axe trainer in Swinedimples Academy. He's standing near the front entrance of the compound, and he'll give you a new quest.

Your axeman has to kill nine monsters in total, all with the Hatchet Man ability. Kill three magmalices (in the Magmaroo), stone guardians (Tower of Nod/ Gittish Empire), and bad karmours (in the Oubliette or Western Wormwood).

Hatchet Man is an ability that requires a little patience, so go ahead and kill any peripheral enemies in a given group and defend your axe character while he or she swings away at the enemy you need.

This isn't a hard quest; it's long, but you shouldn't have trouble with the kills or with finding the monsters you need.

Carrying the "Advanced Axecraft" scroll gives a character knowledge of Whopper Chopper. This ability is a single-target attack that delivers massive damage.

081 MALLET'S MALLET

OBJECTIVE	REPAIR A HAMMER USING WOBBLY JELLY
REWARD	TERRA FIRMER

If you have a hammer user with 30 or more skill points invested, go to Swinedimples Academy and talk to a student named Bumbles on the second floor. She is standing in a classroom at the bottom of the map.

Accept her quest and then go to the library; that room is down on the first floor. Look at the first bookcase as you come through the door. A magazine in there is called Mallet Monthly. It seems you need wobbly jelly from an admirer.

Zoom to Gleeba and descend into the plumbed depths. Fight admirers, which roam in heavy numbers, until you get your jelly. Take that back to Bumbles and enjoy your reward.

082 TO SHELL AND BACK

OBJECTIVE	KILL A LIQUID METAL SLIME, WHILE WEARING A TORTOISE SHELL, USING BAGSY LAST
REWARD	"HARDCORE HAMMERING"

The second hammer quest starts down on the first floor. Look for Mrs. Mallet in the room left of the main entrance. She only trains characters that have mastered the art of hammer wielding.

She'll give you a kill quest. Find a liquid metal slime in the plateau above Angel Falls (or in the Bowhole). Have your hammer user equip a tortoise shell and then use Bagsy Last for the finishing attack.

Use the first round to have everyone pound on the liquid metal slime, and hope that the enemy doesn't run on the second round before your ability goes off. Trying to get the kill on round one is fine, but it's highly unusual unless all three other characters do two points of damage (and nobody scores a critical hit).

Remember to do only six points of damage. Bagsy Last is not a great ability for killing these things. Keep the bar as low as possible to give yourself the best chance for victory.

Your ultimate hammer reward is a scroll that lets characters use Big Banga; this ability hits all targets. It looks nifty too!

083 BEAUTIFUL BOWGINNINGS

OBJECTIVE	KILL TEN PECKERELS WITH THE FLUTTER DISASTER ABILITY
REWARD	BILLOWING BOW

Archie is the bow master in Swinedimples Academy. He's found in the theater; that's on the far left side of the main building, on the first floor. Talk to the large fellow and find out what you need to do.

Your targets are peckerels. Kill ten of them with Flutter Disaster to move on. These monsters are found in the Iluugazar Plains and Mt. Ulbaruun. Get out there and have fun. Happy hunting.

084 BEAUTY AND BEYOND

OBJECTIVE	DEFEAT 10 BOSS TROLLS WITH RAIN OF PAIN
REWARD	"ARCHERY FOR THE ADEPT"

Archie went easy on you the first time around; this quest is much nastier. Meet the bow master again on the first floor of Swinedimples Academy. Bring a character that has gotten up to rank 100 in his or her bow skill and accept the quest.

You need to track down ten boss trolls. These enemies are found in Gittingham Palace and the Oubliette. They're hardy foes with substantial health, and that prevents this from being a fast quest.

Always soften your trolls to get them down to low health at a fast pace. Try not to kill any with other characters, but don't stress out. It's better to move through these fights quickly than to obsess over each kill and waste time that way.

After slaughtering all ten, talk to Archie again. He wants wonder pants. Bribe him with these to finish your path to archery godhood. Wonder pants are made with a combination of boomer briefs and aggressence.

You get your weapon scroll as a reward. Any archer with the new scroll can use Shining Shot, a high-damage archery area of effect.

085 COMEBACK KID

OBJECTIVE	KILL A METAL SLIME WITH POWER THROW
REWARD	EAGLEWING

Boomerang enthusiasts should find their trainer out in the open; you don't have any room to throw in the main buildings. This kid is on the left side of the yard. He wants your party to kill a metal slime with Power Throw.

Have your boomerang user head off to the plateau above Angel Falls. This is a great place to find the elusive fellows.

Have your party soften the slime and then go for a kill early in the second round with your boomerang user. Power Throw is an awful ability for killing metal slimes, so settle and cross your fingers. If anyone in a more combative class has the ability, let that character try for these kills. Also, put your boomerang person in the front line. Your group is in no risk of dying, and any improvement to your damage chance is a good thing.

Return to get your reward as soon as victory is yours! But wait, there's a catch. This brat wants you to help him cheat to avoid having trouble on his boomerang exam. Take the boomerang he gives you and leave the area entirely.

The bridge he's referring to is located all the way west, over the cliffs. If you have the Starflight Express, fly over to it quickly to save a great deal of time. Otherwise, go south, around the cliffs, turn west, and come back up north in the next region to get to the bridge. Whew.

Talk to the kid again after a scene on the bridge. That's when you get your eaglewing.

086 BRAVE THE CAVES

OBJECTIVE	COMPLETE THE BOOMERANG MASTER EXAM
REWARD	"THE BOOMERANG BIBLE"

Kylie is a young girl at Swinedimples Academy who loves boomerangs. If you're looking for her, Kylie hangs out near the dormitory, outside in the yard.

She'll encourage anyone with a boomerang skill of 100 to take the final test. As a hint, she says that there is a clue in the art room.

The art room is on the second floor of the main building. Search near the granite statue for a hidden piece of paper.

You find out that there are three master enemies to defeat with your boomerang. One of them is in each of three dungeons.

Characters that take the weapon scroll you receive from Kylie can use Gigathrow with their boomerangs. This ability hits a single target for high damage, making it a strange, but useful, exception to the boomerang's normal lineup.

087 SUCKING UP TO BUCKLER

OBJECTIVE	DEFEND AGAINST TEN ENEMY ATTACKS
REWARD	WHITE SHIELD

Buckler is the shield trainer at Swinedimples. He studies on the first floor of the main building. Look for him in a classroom left of the entrance.

As long as someone in the group has a shield skill of 30 or more, he'll give you a quest. Defend against ten enemy attacks. You can fight any monsters for this, so a good local fight is easiest.

Reduce your party size or use attacks that get enemy attention to make the shortest work of this quest. When you're done, return to Buckler to collect a white shield.

088 BUCKLER'S BUCKLER

OBJECTIVE	KILL TEN KILLING MACHINES USING BLOCKENSPIEL
REWARD	"SECRETS OF THE SHIELD"

Once your party has a character with a maxed out shield skill, talk to Buckler again. This trainer is still in Swinedimples Academy, on the first floor.

His new mission is to defeat ten killing machines with Blockenspiel. These enemies are found in the Tower of Nod and in The Gittish Empire.

Have side characters wound the targets to make them vulnerable, and then go for the killing blow with your shield user. As usual, bringing multiple characters with shield skill is a good way to reduce the quest time.

When you return to him, Buckler gives you a scroll that grants a special power. "Secrets of the Shield" lets a character guard against critical hits with his or her shield.

089 WAY OF THE FITHT

OBJECTIVE	KILL TEN WYRTLES USING KNUCKLE SANDWICH
REWARD	TOUGH GUY TATTOO

Cecil is the fisticuffs trainer at Swinedimples Academy. He has a bit of a speech impediment, but that does nothing to weaken his dedication to train hard and fight well.

To prove yourself to him, talk to the trainer when you have a character with 30 or more fisticuffs skill. He'll tell you to fight - and kill - ten wyrtles using the Knuckle Sandwich ability.

Travel to Urdus Marshland or Hermany and hunt these wilderness monsters. They're not terribly hard to find, and you shouldn't have too many problems completing the quest. Hurray for the easy ones!

Cecil gives your people a tough guy tattoo as a reward.

090 ONE LATHT TETHT

OBJECTIVE	DEFEAT 50 MONSTERS DEEP INSIDE A GROTTO WHILE WEARING YOUR SKIVVIES
REWARD	"FEARSOME FISTICUFFING"

Cecil gets a bit crazy when one of your characters masters fisticuffs. Go to him on the left side of the main Swinedimples building and ask for a new quest.

He'll demand that you kill 50 monsters while wearing no equipment with your fisticuffs character. Yikes! Even worse, this can't be done in a simple area with weak monsters. You have to take the party to the tenth level of a grotto, or deeper.

If possible, bring a paladin along to help your character kill safely while being protected. This lowers the chance that your naked character might take too many hits and die before healing comes into play.

Your reward is a scroll that lets a fisticuffs user cast Miracle Moon. This attack deals high area of effect damage and heals the user in the process.

091 CRITICAL APPRAISAL

OBJECTIVE	KILL TWO MONSTERS, VIA CRITICAL HITS, WHILE THEY ARE ENRAGED
REWARD	WARRIOR'S ARMOUR

Kevo is on the south side of Wormwood Creek. If you have a 15th level warrior in your party, he'll give you this quest. He wants you to enrage two monsters and kill them with normal critical hits. That's a bit of a tall order, but it's nothing that a good warrior can't handle.

Bring a team with the ability to enrage monsters via Whistle, Eyes on Me, and so forth. Use those abilities to enrage the targets. After that, it's just a matter of luck waiting for the criticals to trigger. If you use a special ability (like Thunder Thrust), it won't count toward your total.

Thus, it's better to let this quest solve itself. Get into the habit of enraging monsters and wait for your characters to get the critical hits on their own. Trying to accomplish just this quest is a long slog. If you don't worry about it, you won't have to wait around. The criticals eventually come up at some point, and then you can turn in the quest to Kevo.

092 WARRIORS THREE

OBJECTIVE	KILL TEN MANDRAKE MARAUDERS WHILE THEY ARE ENRAGED
REWARD	WARRIOR'S WORKBOOK, 5,000 GOLD COINS

Kevo is still in the same place, at the bottom of Wormwood Creek. Talk to him when you have a 40th level warrior in your group. He'll ask your people to go to the Magmaroo and kill ten mandrake marauders. All of them must be enraged when you take them out.

Bring someone who can antagonize the monsters. Anyone with Whistle works just fine. While that person is using his or her ability on the first round to anger the marauders, have other characters attack directly; any strong attack has a fair chance to annoy these dragonkin. That sets them up to be killed on the second round.

Because it's easy to enrage marauders, this isn't too difficult of a quest. Get your ten kills and come back to Kevo. The Warrior's Workbook you receive allows the character to counterattack when an enemy goes into melee against him or her.

093 EGGCLESIASTICS

OBJECTIVE	GUARD TO PROTECT YOURSELVES FROM 30 ATTACKS (WITHOUT FLEEING)
REWARD	ASCETIC ROBE, PRIESTESS'S PINAFORE

Climb down the well in Wormwood Creek if you have a 15th level priest and want to have some fun. The man in the well gives your party an egg that grows every time your characters guard and take a hit from their enemies.

Find a group of enemies that aren't very deadly and defend against those. The quest text makes it sound like you have to do this in a single fight, but that isn't the case. Go ahead and win any battle after you've taken your fill of free hits. Everything counts toward your tally, and future battles add up until your quota is full. At that point, return to town and go back down the well.

094 NURTURAL SELECTION

OBJECTIVE	BRING ALLIES BACK FROM CRITICAL HEALTH (ORANGE STATUS) 20 TIMES USING MOREHEAL
REWARD	PRIEST'S PRIMER

Go back down the Wormwood Creek well and talk to the old man once you have a level 40 priest. His task this time is a bit harder to finish. You have to let your companions go down to low health; when their character status turns orange, that's the sign that they're ready for healing. Have your priest cast Moreheal on them, and then repeat the process.

Do this while questing in other areas if you'd prefer to finish the quest without worrying about it. Otherwise, find a larger fight and cross your fingers. Monsters that use AoE breath attacks are excellent for helping you out.

Another trick is to change vocations with three other characters. Fight weak monsters when the others are level one. It's SO easy for them to get down to critical health when they're that low level. Moreheal also won't do more than get them to full health. It's easy to repeat the process because so few HP are involved.

After finishing, your party should return to the old man. He'll give you a scroll that allows a character to cast Wave of Relief; this is an area of effect spell that cures all status effects from your party.

095 FREE THE FAERIE TWO

OBJECTIVE	EQUIP THE FAERIE STAFF AND KILL TEN ENEMIES WITH THE FRIZZ SPELL
REWARD	FIZZLE-RETARDANT SUIT, FIZZLE-RETARDANT BLOUSE

Sleep at the inn in Alltrades Abbey once you have a mage of level 15 (or higher). Your mage has a dream and meets two faeries. They offer to give you something special if you kill ten enemies while using the staff that has them trapped. You can only kill these enemies using the Frizz spell.

It's easiest to do this near Angel Falls, where fights are especially fast and easy. Slimes are one-shot kills with any spell, so they're a keen target.

When you're done, return to the Alltrades Abbey inn and sleep. You receive a Fizzle-retardant suit and a Fizzle-retardant blouse. The faeries then tell you to come back after reaching level 40!

Don't forget to put on your new items. They are great for mages of your level!

096 FAERIE NEARLY THERE

OBJECTIVE	KILL TEN WIGHT PRIESTS WHILE THE WAND IS EQUIPPED
REWARD	MAGE'S MANUAL

If you have a 40th level mage and want another quest, sleep at the inn in the Alltrades Abbey basement. Your party meets the faerie twins again. Their new quest is to kill ten wight priests using their wand.

Accept the quest and equip the faerie staff. Zoom to Swinedimples Academy and go into the basement beneath the school. That's where you can hunt wight priests.

You're in luck if you have a paladin; they can equip wands but often have far more attack power than a mage or priest.

Use your best melee attack character that can still equip the faerie staff. Everyone else in the party is there to raise the leader's damage. Cast Oomph and Fire/Frost/etc. Focus if you can. When combined, these allow almost any character to deliver heavy damage to the wight priests. If you're lucky, your character will be able to kill each one in a single hit.

The character with the special wand has to deliver the killing blows. It's a slower quest for that reason, but it isn't hard to complete. Rest in the dormitory above the old school if you need to restore your party's HP/MP.

When you're done, journey back to Alltrades Abbey and sleep at the inn again. The faeries give you the Mage's Manual. Anyone who carries this scroll can use Weakening Wave; this ability nails all enemies with a debuff that reduces their attack power.

097 CRY WOLF

OBJECTIVE	USE WAR CRY AND THEN KILL FIVE SCAREWOLVES WHILE THEY'RE AFFECTED BY FEAR
REWARD	SLICK SLACKS

Brusque Lee is standing outside of Alltrades Abbey. He'll give you some fine rewards if you have a level 15 martial artist and complete his quest.

Your party must travel to the wilderness outside Bloomingdale and hunt scarewolves. These enemies are often seen to the north of the city. In battle, your martial artist should use War Cry to frighten the enemies. Then, while the scarewolves are still frightened, the party can finish them off.

This is trickier than it sounds. War Cry's effect only lasts for one enemy attack. That means that you need to kill the enemy between the time your martial artist uses War Cry and the enemy's next move.

The best way to do this is to wound the enemy on turn one with a reliable damage dealer, or a pair of damage dealers if you're pretty certain they won't kill the target. Then, have the martial artist use War Cry in round two. This usually happens long before the enemies act. Have your second fastest person finish the scarewolf off. If you need to improve someone's initiative, remember to change that character's equipment and don items that raise agility.

Return to Brusque Lee when you're done. He'll give you the slick slacks and ask that you return to him when your martial artist reaches the laudable level 40!

098 SLOWLY, SLOWLY, CRITTY GOLEM

OBJECTIVE	DEFEAT THREE GOLEMS WITH CRITICAL HITS
REWARD	MARTIAL ARTIST'S MANUAL

Grandmaster Wun Tun Punch is on the stairs of Alltrades Abbey, standing next to Brusque Lee. Once you have a 40th level martial artist, you can start a quest with him.

He'll ask you to find some golems and fight them until you kill three of them with critical hits. Travel to Wyrmwing or Wyrmsmaw and get hunting.

Use whatever weapon gives your martial artist the best critical hit chance. For most martial artists, this is whatever weapon you've put your points into. Fists, staves, and claws all get a critical bonus eventually. If you haven't gotten to a bonus with any of them, it'll just be a longer run before you get the kills you need.

Return to the Grandmaster after your enemies are dead. As a reward, he gives you the Martial Artist's Manual. This lets one of your character's hold Tension between battles. It's a mean technique. You're able to build Tension at the end of easy fights and unleash a murderous amount of damage to start off future battles. Frontload your damage whenever you want!

099 B-COMING ONE OF THE B-TEAM

OBJECTIVE	STEAL A TYCOON'S TROVE FROM A HUNTER MECH IN THE BAD CAVE
REWARD	ROGUE'S ROBES, ROGUESS'S ROBES, 1,000 GOLD COINS

Talk to Buster in the pub beneath Dourbridge. He'll only give you this quest if you currently have a level 15 thief in your party. This mission is to steal from a hunter mech that is living north of Bloomingdale (in the Bad Cave). Return when you have succeeded.

It's possible (and, in fact, probable) that it will take multiple hunter mechs before you steal the tycoon's trove instead of a hunter's bow. Settle in, fight other monsters in the area for experience, and finish the quest with a pile of loot!

Enter the dungeon with your character as an actual thief. This causes the process to go much faster.

100 BUSTED

OBJECTIVE	STEAL A LUNAR DIAMOND FROM A SORCERER IN GERZUUN'S BASEMENT
REWARD	THIEF'S THEORY AND 10,000 GOLD COINS

Buster is the thief in a pub beneath Dourbridge. Once you have a level 40 thief of your own, seek him out again. Buster has a substantial reward for your party if you do him a favor. It's an offer you can't refuse.

Travel to Gerzuun and look in the basement of the ruins. There are sorcerers down there, and one of them has the lunar diamond you need. Equip any items in your inventory that help with stealing; this is the best way to reduce the time investment of this quest.

If you're lucky, the very first sorcerer may have what you need. Take the gem back to Buster. The reward is an alchemist's dream. You get a scroll that lets

101 EGGSTREME SPORTS

OBJECTIVE	HAVE A MINSTREL EGG ON PARTY MEMBERS TO SUPER-HIGH TENSION FIVE TIMES
REWARD	FLAMENCO SHIRT, DANCER'S DRESS

This odd fellow is one of the vocation trainers in Alltrades Abbey. If you currently have a level 15 minstrel in your party, he'll give you this task.

His quest is one of the easiest job missions to complete. For the next five fights, take everything especially slow. Kill all enemies save for the one: the weakest in the enemy group. Have your minstrel Egg On a specific character every round and have that character only defend. Do this for a minimum of four rounds to get the person to a state of super-high Tension. Sometimes this takes a fifth round because the final step doesn't always work.

When you're done, kill the monster and repeat the process in the next battle. This maximizes experience and gold for your efforts and prevents the process from being too boring.

Talk to Tom Foolery again, the ghost in the lower level of the abbey. He'll give you your rewards. Return to him at level 40 for a new quest.

102 PRAT'S THE WAY TO DO IT!

OBJECTIVE	SPLIT THE SIDES OF TWO MONSTERS WITH A PRATFALL
REWARD	THE MINSTREL'S MANUAL

Talk to Tom Foolery again when you have a minstrel that's 40th level. He'll give you a new quest to prove your entertainment prowess. In the first step, your goal is to get two critical Pratfalls. Go against any monster that won't beat on you too badly while you're practicing. Have your other characters defend, or Heal, as needed.

Once you've scored two critical Pratfalls, come back to Tom Foolery. He'll ask that you take your act to the Stornway Castle dungeon. Perform several Pratfalls for the man in the lower right cell.

After you've entertained the jailed man, go back to Tom Foolery. He'll thank you profusely. Your party receives the Minstrel's Manual. Anyone who is carrying the manual can use the Gritty Ditty ability. When used, this triggers an attack buff for all other party members.

103 GLADIATOR GRADUATOR

OBJECTIVE	DEFEAT THREE SLIMES WITH DRAGON SLASH WHILE IN A STATE OF SUPER-HIGH TENSION
REWARD	LEARN HOW TO USE THE GLADIATOR VOCATION

The priest in B1 of Alltrades Abbey has a peculiar trial for you; he wants to see if one of your characters can kill three slimes with Dragon Slash, all slain while your character is in a state of super-high Tension.

This is most easily done in the area near Angel Falls, where the slimes are weak and plentiful. Bring along a character that can wield a sword and use Dragon Slash. Also bring someone who can help that person raise his or her Tension, or a couple people, if possible. Then, finish with someone who can disable the slime each round.

For example, have a character with Snooze or War Cry. Have another person defending while readying Dragon Slash, and then use someone else to raise the killer's Tension each round. Make sure that the slime doesn't have a chance to run away! When your character's Tension hits 100, go ahead and use the Dragon Slash. Repeat this two more times and then return to Alltrades Abbey. Go downstairs and talk to the priest; he'll show your party how to use the gladiator vocation.

104 GLAD TO BE OF SERVICE

OBJECTIVE	KILL TEN DRACKALS WITH DOUBLE UP IN EFFECT
REWARD	TACTICAL VEST, BRAWLING BYRNIE

There is a small island to the east of Hermany (in the upper right side of the world map). Sail over there once you've completed quest 103 and raised a gladiator to 15th level. Talk to a man on the southern end of the island; his name is Unscrupulus Maximus.

This gladiator wants your party to find drackals and kill them while using Double Up, the gladiator ability. Travel out to Gerzuun, the dungeon near Batsureg. Drackals are most often found outside the dungeon in the nearby wilderness.

Have most of your party wound the drackals and kill off other targets in the enemy group. Your gladiator should use Double Up on the first turn and then kill off the wounded drackals during subsequent rounds.

Sail back to the island when you're done. Unscrupulus Maximus gives you two gladiator suits of armour (a tactical vest and a brawling byrnie).

105 CHALLENGUS MAXIMUS

OBJECTIVE	KILL THREE GREEN DRAGONS WITH DOUBLE-EDGED SLASH
REWARD	GLADIATOR'S GUIDE

Unscrupulus Maximus lives on the small island east of Hermany. Sail there if you have a 40th level gladiator in your party. Accept this quest from him if you dare!

Maximus wants your group to find a place with green dragons; the Magmaroo is a good place to start. Zoom over there and hunt these enemies down. Bring a good healer, and have that person support your gladiator. A paladin (to block after your gladiator is envenomated) is also quite useful.

Let the green dragons envenomate your gladiator. Only after that can you Double Up and finish the creatures with Double-Edged Slash.

Maximum gives you the Gladiator's Guide when you succeed. This wonderful item must be held in your gladiator's inventory; it gives the character a chance to double attack periodically.

106 TAKING SOUL CONTROL

OBJECTIVE	USE WHIPPING BOY SUCCESSFULLY TEN TIMES
REWARD	LEARN TO USE THE PALADIN VOCATION

Brunhild is at the top of the Mirage Mahal, in Gleeba. She's standing behind the trough that you used to get into the bathing chamber.

If you meet her and agree to be a Whipping Boy ten times, Brunhild teaches your party how to become paladins. Go out into the Djust Desert wilderness, get into fights, and have someone with basic warrior training use the early skill Whipping Boy to defend other characters.

This must be done locally. If you try to do it anywhere else in the world, it won't count. Also, your character must block attacks. Just using the ability isn't enough either.

It's fastest to do this with just a couple characters. If both of them have Whipping Boy, you can finish even sooner! Have them protect each other with their ability and let the enemies go to town. You should be back to Brunhild in no time. And now, you can use the awesome paladin vocation.

107 OFF THE RECORD

OBJECTIVE	DEFEAT THREE INFERNAL ARMOURS WHILE DEFLECTING DAMAGE (USING PINCUSHION)
REWARD	HOLY MAIL, HOLY FEMAIL

Talk to Brunhild again in Gleeba. She's still at the top of the Mirage Mahal. Once you have a 15th level paladin, ask her to engage your paladin in a challenge.

Travel to Gerzuun after you've accepted this quest. Search for infernal armours in that dungeon. Kill three of these with damage that is deflected by Pincushion. That shouldn't sound easy. It's tricky as anything.

Pincushion doesn't do a lot of damage unless your character is taking a lot of damage. The best way to do this is to wound an infernal armour, and kill off anything that appears with it. Once the fight is fully under control, use characters that deal predictable damage to bring the target down to minimal health.

For example, have a heavy hitter who can deal nearly 100 points come in for the initial shot. Then, have someone tap at the armour for a few points here and there to set it up for the kill. Have your paladin Whistle while this is going on to get the creature into a rage and ensure that it attacks you in subsequent rounds.

Rinse and repeat this process. If you're higher level, come alone. You can skip the Whistle part of the procedure and save a massive amount of time and annoyance.

108 TOP FLIGHT KNIGHT FIGHT

OBJECTIVE	USE H-PATHY TO BRING FIVE PEOPLE BACK FROM THE BRINK
REWARD	PALADIN'S PRIMER (YOU CAN USE SOLAR FLAIR)

Talk to Brunhild after your paladin has reached level 40. She'll still be on the third floor of the Mirage Mahal. The final task from Brunhild is to save five characters that have fallen all the way down to a single HP. Use the H-Pathy ability to do this!

Let your party get to low health while farming for items. Take a paladin and a warrior out at the same time. The warrior is going to use Whipping Boy to protect the person at low health once they're down to a single HP. Obviously, the paladin is there to use H-Pathy and complete the quest.

Zoom to easier areas once your health is getting into the danger zone. This makes it easier to fine tune your health. If possible, bring a second paladin as well. This person should use H-Pathy to sacrifice his or her own health. That is one of the easiest ways to reach 1 HP status safely.

Save the person. Win the fight. Then, have the healed paladin sacrifice him/herself again in the next battle. This takes a long quest and makes it painless. The only problem is that you need two paladins. Consider having your favorite healer take the second position. Leveling that character in the side vocation is quite rewarding.

109 ELEMENTARY TRAINING

OBJECTIVE	KILL TWO METAL SLIMES WITH A CHARACTER THAT HAS CAST WIZARD WARD
REWARD	UNLOCK THE ARMAMENTALIST VOCATION

Windy, at Alltrades Abbey, is near the stairs to the lower level. This person is willing to teach your party about the secrets of armamentalism. To earn this distinction, you must have a character cast Wizard Ward while fighting metal slimes. Then, that character needs to land a killing blow against said metal slimes.

You need to do this twice to finish the quest. It's a particularly rough one because metal slimes are already hard to find. Trying to ensure the killing blow makes it even harder.

To maximize your chances, have the bulk of the party try to damage a given metal slimes in the first round while your mage casts Wizard Ward. Then, have the mage attack without help in future rounds.

If you change the mage into a deadlier class, you can still use Wizard Ward and then turn to deadlier actions (such as Metal Slash) with a high degree of success. This is still one of the tougher quests from the level 15 vocation trainers, but it yields one of the greatest rewards: an entirely new vocation.

110 FORCE IN THE FIELD

OBJECTIVE	KILL TEN WHITE TRIGERTAURS USING TWO SAPS, FIRE FORCE, AND A NORMAL ATTACK
REWARD	FENCING JACKET

Windy is the armamentalist expert at Alltrades Abbey. After reaching level 15 in that vocation, meet Windy again and see if there is anything else to be done. It turns out there is!

Double Sap ten white trigertaurs to get them as vulnerable as possible. Use Fire Force to augment your damage, and then use a regular attack to finish the creatures off.

Don't put this all on your armamentalist's hands. It takes too long to get things done. Instead, bring a mage to help with the Sap work. It's even better if you have a third person to Sap. That frees your armamentalist to cast Fire Fource on the first round, possibly going for a kill in the second.

Find white trigertaurs in Snowberia and the Cringle Coast. Kill them with gusto and come back to Windy for your fencing jacket.

111 THE FORCE...FOREVER

OBJECTIVE	KILL SPECIFIC MONSTERS WITH EVEN MORE SPECIFIC FORCE ABILITIES
REWARD	ARMAMENTALIST'S ALBUM

After passing level 40 as an armamentalist, take your party back to Alltrades Abbey and see Windy again. The final quest in this vocation is to defeat five monsters with the five Forces. Use Fire Force to kill a magmalice, Frost Force to kill a great gruffon, Gale Force to kill a cumulus rex, Life Force to silence a king slime, and Funereal Force against a raving reaper.

It's obvious that you won't be allowed to play to your strengths in this quest; these monsters are highly resistant to the powers you intend to use against them. Oh well. Weaken the beasts with other characters and let your armamentalist hack away for the finishing blow.

HERE IS WHERE TO LOOK FOR YOUR VICTIMS:

MAGMALICE	THE MAGMAROO
GREAT GRUFFON	SNOWBERIA/CRINGLE COAST
CUMULUS REX	WYRMTAIL/WYRMSMAW
KING SLIME	BLOOMINGDALE/PLUVI ISLE
RAVING REAPER	THE OLD SCHOOL/ONDOR CLIFFS

Your reward for completing this quest is amazing. The Armamentalist's Album is a scroll that your armamentalist character should hold on to. When it's in his or her inventory, the character can buff the entire party with Force abilities in only a single round. That's darn useful.

112 RANGER CHARGER

OBJECTIVE	USE TOXIC DAGGER TO ENVENOMATE AND KILL THREE HOCUS CHIMAERAS
REWARD	LEARN TO USE THE RANGER VOCATION

Odval is standing at the entrance to the Heights of Loneliness. He'll ask if you want to learn about becoming a ranger. To accomplish this, he'll force your party to kill three hocus chimaeras using only the poison damage caused by Toxic Dagger.

Equip a dagger on anyone who knows how to use Toxic Dagger, one of the earliest skills you learn with these weapons. Use Toxic Dagger while hunting the chimaeras in this region and let them die of the poison. It takes patience; you won't always get the ability to work.

Beyond that, have your characters defend often to reduce damage and to ensure that nobody kills a chimaera before its time. If you're confident, use other characters to soften chimaeras early on. This reduces the amount of time before the creature dies of the poison.

When you've finished, return to Odval. He'll show your party how to equip the ranger vocation.

113 HOARSE WHISPERER

OBJECTIVE	USE SOOTHE SAYER AGAINST 20 ENRAGED MONSTERS
REWARD	NOMADIC DEEL

Return to Odval, in the Heights of Loneliness, when you have a level 15 ranger in your party. He'll give you a new task. Talk to 20 monsters by enraging them and then using Soothe Sayer to calm them back down.

Have one character work on ticking off the creatures, with Whisper/Eyes on Me/etc., and let your ranger do the Soothe Sayer work. This cuts the quest time practically in half.

Return to Odval at the end for your mission. He'll reward you with a nomadic deel.

114 ONE TURN WONDER

OBJECTIVE	KILL DRAKULARGES IN THE FIRST TURN OF BATTLE (FIVE TIMES)
REWARD	RANGER'S REVELATIONS

Odval holds his best secret for last. Talk to him at the Heights of Loneliness when you have a ranger of level 40 or higher. He'll give you a final quest: kill five drakularges in the first turn of battle.

Abilities that guarantee critical hits or autokills are one option; Needle Shot is the most common choice. They're usually the best way to get this quest done without needing to wait for higher levels and better equipment.

Search for these monsters in the Bowhole and Wyrmtail. They're large and in charge, but that won't stop your ranger from cutting them down to size.

When you're done, talk to Odval again and get Ranger's Revelations. This item improves the critical hit rate of its holder any time he or she is in a time of crisis.

115 SAGES IN THE PAGES

OBJECTIVE	KILL FIVE GREAT TROLLS USING FRIZZ
REWARD	LEARN THE SAGE VOCATION

Go to Gittingham Palace and take the eastern corridor through the first level. Climb the staircase at the end of the path and then read the books in the shelf above. This triggers the quest.

You can learn how to use the sage vocation by killing five great trolls. This is a crucial quest, so it's highly advised that you accept it.

The first time you have the chance to complete the quest is when you go to the Realm of the Almighty (the last dungeon in the game). Great trolls are there in fair numbers. Have a mage in your party to execute the finishing attack. Have everyone else attack with full force on the first turn. Then, spend a few rounds defending while the mage casts Frizz again and again to finish the great troll off.

You can obviously be more aggressive and try to judge the creature's health a bit better. But there is a chance that the great troll could die prematurely, wasting your fight. It's a little easier to play it safe, especially if you're willing to go rest after the quest is complete.

After killing five great trolls with Frizz, return to the bookcase in Gittingham Palace and learn how to be a sage.

116 SAGIER AND PAGIER

OBJECTIVE	KILL AN EQUINOX USING THE BANG SPELL
REWARD	SAGE'S ROBE

Once you have a sage above level 15, return to the Supreme Sage, and locate the book in Level 2 North of Gittingham Palace. Read the book to receive this quest and then start looking through treasure maps. You can find the equinox, a dark steed with green highlights, deep inside some of the grottos.

For a high level party, this can be awfully tricky because equinoxes don't last long. To compensate, see if you can switch vocations around and have multiple characters with Bang. This slows the fight down and dramatically raises the chance for a killing blow with this spell.

Lacking that, bring enough healing to play things out the slow way. Have your sage cast Bang each round while other characters heal and protect each other. Because you only need to succeed once, there isn't that much time-wasting in playing it safe and ensuring that the kill is legitimate.

If anyone can raise your sage's Tension or buff his or her magical might, that's also a great thing for hurrying your group along. Egg On (from your hero) and Caster Sugar make things easier.

Return to the book when you're done and get a set of sage's robes for your trouble.

117 ENGAGING THE SAGE

OBJECTIVE	USE ZAM TO KILL ATLAS
REWARD	SAGE'S SCRIPTURE

Take a sage above level 40 to the Supreme Sage, the book on Level 2 North of Gittingham Palace. Accept this final sage quest when you think you're up to a challenge.

Have a dedicated healer who isn't responsible for casting Zam. If you don't do this, the fight is going to either fail or take an eternity. Neither is a good alternative.

Have the entire group wail on Atlas for most of the fight. These guys have high health, and you won't kill them accidentally as long as you keep track of your party's total damage output. When things start getting close, have most characters switch to healing, guarding each other, or buffing your caster (as before, Egg On and Caster Sugar are quite useful).

Spam that Zam and get your kill. It's a challenging slog, but you are able to cast Twocus Pocus after getting your reward. This ability gives the holder a buff; he or she can use it on him/herself or on other characters. Those affected by Twocus Pocus automatically double cast any spell.

118 A STAR IS BORN

OBJECTIVE	DEFEAT A MOAI MINSTREL WITH HOT LICK
REWARD	LEARN THE LUMINARY VOCATION

Applaudia is the luminary class trainer. Look for her in Gleeba, inside the dancing hall. For her first quest, she wants to see your group kill a moai minstrel with the Hot Lick ability.

119 SIGN FOR YOUR SUPPER

OBJECTIVE	SCORE A CRITICAL AUTOGRAPH ATTACK
REWARD	STAR'S SUIT

Applaudia likes to see people upstage themselves. When you've gotten a luminary up to level 15, see her again for a tougher quest. She's still in the Gleeba dancing hall.

To make a perfect Autograph takes serious work, and that's what Applaudia likes. Take your luminary out into the wild and fight creatures with constant use of Autograph. Don't try to prolong fights. Instead, get as much experience and gold as possible while waiting for the eventual critical. This way, your party benefits the most instead of creeping along.

Applaudia gives you a star's suit when you return.

120 YOUR TIME TO SHINE

OBJECTIVE	USE EXTREME MAKEOVER, EYES ON ME, AND THEN KILL TEN MOAI MINSTRELS
REWARD	LUMINARY'S LORE

Applaudia won't give you her final quest until your party has a luminary of level 40 or higher. Talk to her in the Gleeba dancing hall to start this long mission.

Seek out moai minstrels again, but now your luminary has to kill ten of them, and in a different way. Start the fights with Extreme Makeover. Have the other characters in the group soften the target in round one. Use Eyes on Me in subsequent rounds until it sticks and enrages the minstrel(s). Only then can these freaks be killed for credit.

Applaudia gives your luminary a scroll when you succeed. This item gives the possessor Gold Rush, an ability that costs 1,000 gold coins per use but deals amazing damage to multiple targets.

Extra Quests

These extra Challenge Quests will be available for download in the future, and many of them will only be available after you finish the main storyline quest. The following section contains a brief look at all of the upcoming Challenge Quests.

121 A CLOUDLESS SKYE

LOCATION	UPPER RIGHT SIDE OF UPOVER
REWARD	ASTRAL PLUME

122 BERT'S BEREDAY

LOCATION	RIGHT SIDE OF BLOOMINGDALE (INSIDE THE INN)
REWARD	FINGERLESS GLOVES

123 A PRESENT FROM THE PAST

LOCATION	THE QUESTER'S REST (STORNWAY INN)
REWARD	YGGDRASIL LEAF, YGGDRASIL BREW

124 RISQUÉ RESPECTS

LOCATION	LOWER RIGHT SIDE OF STORNWAY
REWARD	GLOOMY GLOVES, LEARN NEW RECIPES

125 PERK UP, PATTY!

LOCATION	THE QUESTER'S REST (STORNWAY INN)
REWARD	PATTY JOINS THE PARTY

126 PUFF-PUFF PERFORMANCE

LOCATION	LEFT SIDE OF THE HUNTERS' YURTS
REWARD	LAMBSWOOL

127 A RIGHT ROYAL NIGHTMARE

LOCATION	THRONE ROOM OF STORNWAY CASTLE
REWARD	MINISTER'S MITTENS, BLESSED BOOTS

128 P-P-PICK UP A PICKAXE

LOCATION	INSIDE THE WELL OF STORNWAY CASTLE (ON THE RIGHT SIDE OF THE COMPOUND)
REWARD	MIGHTY ARMLET

129 A SPOT OF BOOK-KEEPING

LOCATION	STORNWAY CASTLE THRONE ROOM
REWARD	LEARN THE ROYAL REGARDS PARTY TRICK

130 EXHUME THE HEIRLOOM

LOCATION	THE PLATEAU WEST OF GLEEBA
REWARD	FULL MOON RING

131 MAKING ROOM IN BRIGADOOM

LOCATION	NEAR THE STORNWAY CHURCH
REWARD	ENCHANTRESS'S GLOVES

132 TREE-HUGGING TITAN

LOCATION	NEWID ISLE
REWARD	RANDOM REPEATABLE REWARD

133 RECRUITMENT DRIVE

LOCATION	NEAR THE STORNWAY CHURCH
REWARD	COMBAT BOOTS

134 WHEN TAX ATTACKS

LOCATION	A CABIN IN CENTRAL HERMANY
REWARD	WIZARD'S HAT

135 TO BRIGADOOM!

LOCATION	NEAR THE STORNWAY CHURCH
REWARD	WITCH'S HAT

136 EXTERMINATE!

LOCATION	A CABIN IN CENTRAL HERMANY
REWARD	REPEATABLE FOR V92 REWARDS

137 YORE FOR IT NOW!

LOCATION	THE THRONE ROOM OF STORNWAY CASTLE
REWARD	WYRMWAND AND SEVERAL RECIPES

138 SHAMAN YOU!

LOCATION	THE ISLAND SHRINE, IN THE SOUTHERN PART OF WESTERN COFFINWELL
REWARD	MITRE

139 HAS SELLMA SOLD OUT?

LOCATION	THE QUESTER'S REST (STORNWAY INN)
REWARD	SELLMA IS NOT YOUR PAL!

140 APT PUPIL

LOCATION	OLD SCHOOL BASEMENT OF SWINEDIMPLES ACADEMY
REWARD	REPEATABLE FOR RANDOM REWARDS

141 COFFINWELL CONUNDRUM

LOCATION	DR. PHLEGMING, IN HIS LAB, AT NIGHT
REWARD	LEARN THE PROFESSOR'S POSE PARTY TRICK

142 PRAYERMONGERING

LOCATION	THE POOL OF SPIRITS (NORTHEAST OF ANGEL FALLS)
REWARD	REPEATABLE FOR RANDOM REWARDS

143 THINGY, KING OF, ER...

LOCATION	AT THE BOTTOM OF THE QUARANTOMB
REWARD	CATHOLICON RING

144 CLAWS FOR THOUGHT

LOCATION	STORNWAY WEAPON SHOP (AT NIGHT)
REWARD	ORICHALCUM, LEARN MORE RECIPES

145 MYSTERIOUS MONARCH

LOCATION	GITTINGHAM PALACE ENTRANCE
REWARD	PALLIUM REGALE, LEARN MORE RECIPES

146 HAIL TO THE QUEEN

LOCATION	INSIDE THE STARFLIGHT EXPRESS, REAR CAR
REWARD	STELLAR SUIT

147 LICENSED TO DRIVE

LOCATION	INSIDE THE STARFLIGHT EXPRESS
REWARD	GET YOUR DRIVER'S LICENCE

148 FLAPTRICIDE

LOCATION	INSIDE THE STARFLIGHT EXPRESS
REWARD	STELLAR STOCKINGS, BLAHNOLO MANIKS

149 INTREEGUING MYSTERY

LOCATION	CENTRAL BLOOMINGDALE
REWARD	SUPERNATURAL SPECS

150 ANNIHILIMOBLITERATION!?

LOCATION	INSIDE THE STARFLIGHT EXPRESS REAR CAR
REWARD	STELLAR STARFLOWER

151 PUSHY PEDDLER

LOCATION	INSIDE A CAVE AT THE NORTHERN END OF THE LONELY COAST
REWARD	REPEATABLE FOR RANDOM REWARDS

152 MAREY QUESTMAS

LOCATION	CHRIS CRINGLE'S HOUSE, ON AN ISLAND OFF THE CRINGLE COAST
REWARD	REPEATABLE FOR RANDOM REWARDS

153 NOT-SO-JOLLY ROGER

LOCATION	INSIDE A CAVE IN SOUTHERN WYRMTAIL
REWARD	SILVER ORB

154 NIGHTMAREY QUESTMAS

LOCATION	A BOOKCASE IN CHRIS CRINGLE'S HOUSE (OFF THE CRINGLE COAST)
REWARD	REPEATABLE FOR CAPES OF GOOD KARMA

155 CHRISTINAMAS CAKE

LOCATION	A GIRL IN EASTERN BLOOMINGDALE
REWARD	SPIRIT BRACER AND A PARTY POPPER

156 INN SEARCH OF AN INNY

LOCATION	THE QUESTER'S REST (STORNWAY INN)
REWARD	VETERAN'S ARMOUR

157 INN FOR A PENNY, INN FOR AN INNY

LOCATION	THE QUESTER'S REST (STORNWAY INN)
REWARD	ERINN JOINS YOUR PARTY

158 BATTLE BUFF

LOCATION	HEIGHTS OF LONELINESS ENTRANCE
REWARD	REPEATABLE FOR RANDOM REWARDS

1

159 HAVE YOU SEEN CHARLENE?

LOCATION	IN WORMWOOD CREEK, SOUTHEASTERN BUILDING
REWARD	MINI MEDALS (X3)

160 CHRONIC DELAY

LOCATION	SOUTHEAST HOUSE IN WORMWOOD CREEK
REWARD	YGGDRASIL LEAF

161 HERE WITH NOD'S TEAR

LOCATION	THE MAYOR'S HOUSE, IN BLOOMINGDALE
REWARD	GOLD BAR

162 DO NOD DISTURB

LOCATION	SLIME AT TOWER OF NOD ENTRANCE
REWARD	ORICHALCUM

163 WHEN A STAR WISHES UPON YOU

LOCATION	THE QUESTER'S REST (STORNWAY INN)
REWARD	PAVO AND AQUILA JOIN YOUR PARTY

164 FIXING FICKSER'S FIX

LOCATION	DOWN A WELL IN CENTRAL WESTERN WORMWOOD
REWARD	REPEATABLE FOR RANDOM REWARDS

165 SHAME ON GOO

LOCATION	IN THE ANGEL FALLS WELL
REWARD	REPEATABLE FOR RANDOM REWARDS

166 RESEARCH AND DESTROY

LOCATION	IN THE MONSTER RESEARCH INSTITUTE (IN THE NORTHERN ONDOR CLIFFS)
REWARD	REPEATABLE FOR RANDOM REWARDS

167 WHO'S A PRETTY BOY?

LOCATION	A BIRD OUTSIDE CHRIS CRINGLE'S HOUSE (OFF THE CRINGLE COAST)
REWARD	TREASURE MAP

168 POTTY ABOUT POTS

LOCATION	ZERE WELL
REWARD	REPEATABLE FOR RANDOM REWARDS

169 COMPETITION COMMISSION

LOCATION	STORNWAY CASTLE, NORTHERN SIDE OF LEVEL 1
REWARD	GREEN ORB

170 MAIDING AND ABETTING

LOCATION	STORNWAY CASTLE, IN THE KITCHEN
REWARD	MAID OUTFIT, MAID'S MOP

171 I WOULD DO ANYFANG FOR LOVE

LOCATION	HUNTERS' YURTS
REWARD	RIOTOUS WRISTBANDS

172 NAMESAKE MAKER

LOCATION	LOCH STORN
REWARD	TRINITY TIGHTS

173 PLUM DUFFER

LOCATION	NEXT TO GLEEBA WEAPON SHOP
REWARD	REPEATABLE FOR RANDOM REWARDS

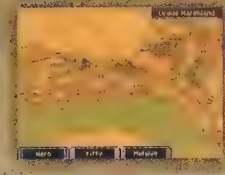
174 AGATES AIN'T GREAT...ARE THEY?

LOCATION	STORNWAY CASTLE
REWARD	HERO SPEAR

175 IF I 'AD AN 'AMMER

LOCATION	HEXAGON HILL (REACHED FROM WESTERN STORNWAY)
REWARD	YELLOW ORB

176 WELL, FORGETFUL



LOCATION	DOWN A WELL IN CENTRAL URDUS MARSHLANDS
REWARD	REPEATABLE FOR RANDOM REWARDS

177 TONES OF THE BONES

LOCATION	INSIDE A CAVE, IN SOUTHERN WYRMTAIL
REWARD	REPEATABLE FOR RANDOM REWARDS

178 FROM RUST TO RICHES

LOCATION	TOMBSTONE ON NORTHEAST SIDE OF BRIGADOOM
REWARD	AN AGATE OF EVOLUTION, LEARN MORE RECIPES

179 PANTS MACABRE

LOCATION	INSIDE A CAVE IN SOUTHERN WYRMTAIL
REWARD	REPEATABLE FOR RANDOM REWARDS

180 WRECKING WRECKS

LOCATION	GITTINGHAM PALACE (LEVEL 2 NORTH, IN THE BOOKCASE)
REWARD	BLUE ORB

181 CAN WE BORYA FOR A SECOND?

LOCATION	IN A FOREST CLEARING, SOUTH OF COFFINWELL
REWARD	DEPRESSING SHOES

182 AN IMMACULATE CONCEPTION

LOCATION	STORNWAY CASTLE, NORTH SIDE OF LEVEL 1
REWARD	PURPLE ORB

183 POISON NEEDLE 1 OW 1

LOCATION	OLD SCHOOL BASEMENT OF SWINEDIMPLES ACADEMY
REWARD	REPEATABLE FOR RANDOM REWARDS

184 BLEATS ME

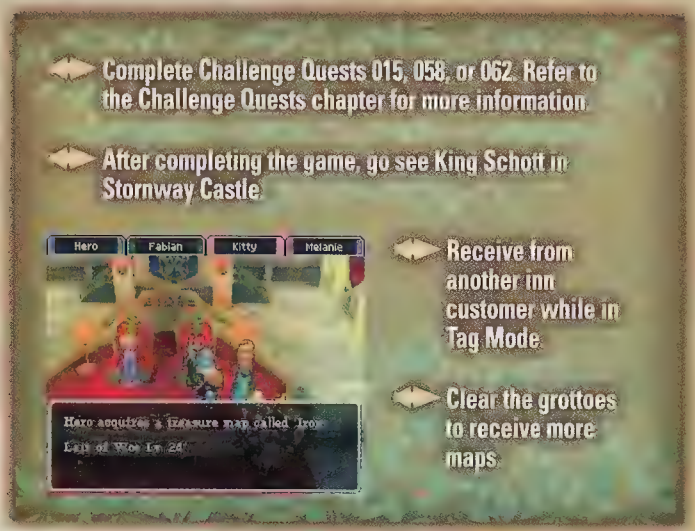
LOCATION	INSIDE A CAVE AT THE NORTHERN END OF THE LONELY COAST
REWARD	A TREASURE MAP

Treasure Maps

Use treasure maps to find hidden grottoes throughout the *Dragon Quest IX* world. These grottoes introduce tough enemies and rare treasures, making them great places to increase your party's levels and improve your item collection.

You Must First Receive a Treasure Map

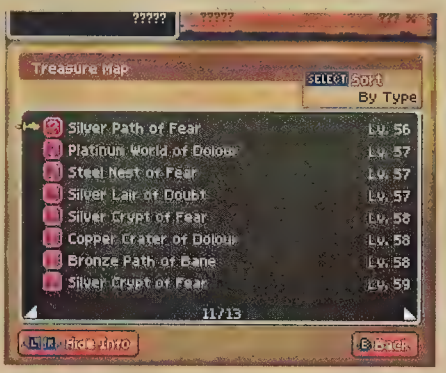
There are a few ways to receive a treasure map and start your spelunking adventures:


Complete Challenge Quests 015, 058, or 062. Refer to the Challenge Quests chapter for more information.
After completing the game, go see King Schott in Stornway Castle.
Hero
Fabian
Kitty
Melanie
Receive from another inn customer while in Tag Mode.
Clear the grottoes to receive more maps.

The maps range in level from 1 to 99. The higher the level, the more floors, the stronger the monsters, and the tougher the grotto is in general. However, the risk is worth the reward. Fighting these tougher monsters helps you complete your Defeated Monster List and gain better items. The blue chests in these grottos also contain rarer items.

Using a Treasure Map

Select Treasure Maps from your Items menu to list the maps you have in your inventory. Choose the one you wish to find. Once you are out in the field, that map appears on the top screen.


Treasure Map
SELECT Sort
By Type
Silver Path of Fear Lv. 56
Platinum World of Dolour Lv. 57
Steel Nest of Fear Lv. 57
Silver Lair of Doubt Lv. 57
Silver Crypt of Fear Lv. 58
Copper Crater of Dolour Lv. 58
Bronze Path of Bane Lv. 58
Silver Crypt of Fear Lv. 59
11/13
Back

It only shows a small portion of the map. Look for something familiar on this map or refer to the map section at the end of this chapter to figure out where it is. Once you find the spot depicted on the map, an exclamation point appears above the hero's head. Press Ⓐ to reveal the grotto and press Ⓐ again to enter.

Different Types of Grottoes

There are five different types of grottoes: Nature, Ruins, Ice, Water, and Volcano. They not only differ in appearance, they also differ in the monsters that appear. Nature and Ruins are the two most common types. Ice, Water, and Volcano do not appear as often.

Types of Monsters

The monsters that appear in the different grottoes depend on the type of grotto and rank. Rank ranges from K, the easiest monsters, to S, the toughest. The following tables show which monsters appear in each type of cave.

The rank of monsters on floor B1 are different depending on the name of the treasure map. Also, for every four floors that you make it through, the rank increases by one.

NATURE

RANK	MONSTERS
K	Mushroom mage, chimaera, dread admiral, big badboon, purrestidigitator, crabid
J	Bewarewolf, pink sanguini, mandrake major, scourgette, drackal, treeface
I	Crabber dabber doo, treevil, peckerel, brainy badboon, sluggernaut, drackal
H	Swinoceros, drakularge, cyclops, bomboulder, live lava, tearwolf
G	Splatterhorn, terrorhawk, cumulus rex, gloomy gastropog, boss troll, drakularge
F	Green dragon, freezing fog, blastoad, claws, mandrake marshal, magmalice
E	Mandrake marshal, cumulus vex, cobra cardinal, king cureslime, gem jamboree, red dragon
D	King crab, genie sanguini, prism peacock, terror troll, moai minstrel, drakulard
C	Drakulard, sluggerslaught, terror troll, cosmic chimaera, wishmaster, prism peacock, moai minstrel
B	Cosmic chimaera, wishmaster, cumulus hex, stale whale, metal king slime, octagoon
A	Sluggerslaught, cosmic chimaera, stale whale, slionheart, godsteed, wishmaster, cumulus hex
S	Cumulus hex, slionheart, godsteed, wonder wyrtle, widow's pique

RUINS

RANK	MONSTERS
K	Magus, earthenwarrior, restless armour, stone golem, expload, troll
J	Mad moai, trigertaur, raving lunatick, manguini, troll, golem
I	Hunter mech, metal medley, gramarye gruffon, bagma, gum shield
H	Sorcerer, teaky mask, raving reaper, sluggernaut, living statue
G	Teaky mask, sculpture vulture, corrupt carter, killing machine, boss troll, blastoad
F	Golem, blastoad, claws, cobra cardinal, sick trigertaur, killing machine
E	Liquid metal slime, claws, great troll, octagoon, darkonium slime, sick trigertaur
D	Barbatos, gem jamboree, sluggerslaught, octagoon, darkonium slime, great troll
C	Sluggerslaught, octagon, darkonium slime, freaky tiki, alarmour
B	Gem jamboree, freaky tiki, alarmour, boa bishop, cyber spider, flamin' drayman
A	Freaky tiki, boa bishop, cyber spider, alphyn, gem slime, alarmour
S	Cyber spider, alphyn, AU-1000, void droid, platinum king jewel, sluggerslaught, boa bishop

ICE	
RANK	MONSTERS
K	Lost soul, spinchilla, toxic zombie, mummy, weaken beakon
J	Rampage, scarewolf, deadcurion, sootheslime, sculptrice, spinchilla
I	Mummy, ghoul, shivery shrubbery, apeckalypse, white trigertaur, brrearthenwarrior
H	Great gruffon, white trigertaur, skeleton soldier, cyclops, lethal armour, drastic drackal
G	Icikiller, grim grinner, drastic drackal, cyclops, aggrosculpture, stone guardian
F	Icikiller, killing machine, aggrosculpture, bad karmour cumulus vex, stone guardian
E	Freezing fog, wight king, bad karmour, cumulus vex, great troll, belisha beakon
D	Belisha beacon, charmour, night knight, firn fiend, cannibelle, freezing fog
C	Firn fiend, darkonium slime, cannibelle, grim reaper, wight emperor, night knight
B	Gem slime, grim reaper, wight emperor, grrrgoyle, cannibelle
A	Grim reaper, grrrgoyle, uncommon cold, geothaum, wight emperor
S	Uncommon cold, geothaum, blight knight, boogie manguini, platinum king jewel

WATER	
RANK	MONSTERS
K	Knocktopus, salamarauder, riptide, claw hammer, lesionnaire, slime stack
J	Mortoad, king slime, shocktopus, giddy gastropog, python priest, crabber dabber doo
I	Riptide, diethon, great gruffon, wight priest, blood mummy, crabber dabber doo
H	Handsome crab, sail serpent, bloody manguini, seasaur, cureslime, abyss diver
G	Abyss diver, stenchurion, dark skeleton, wyrtoise king cureslime, green dragon
F	Green dragon, dark skeleton, king crab, Barbatos, king cureslime, wight king
E	King crab, genie sanguine, gigantes, drakulard, Barbatos, wight king
D	Gigantes charmour, metal king slime, slugly betty, moai minstrel, genie sanguini
C	Charmour, slugly betty, moai minstrel, boogie manguini, mandrake monarch
B	Slugly betty, boogie manguini, mandrake monarch, bling badger, prime slime, moai minstrel
A	Boogie manguini, bling badger, prime slime, hammer horror, drakulord, mandrake monarch
S	Prime slime, hammer horror, drakulord, pale whale, seavern, gem slime

VOLCANO	
RANK	MONSTERS
K	Mad moai, metal slime knight, axolhotl, admirer, rockbomb, jinkster
J	Hocus chimaera, power hammer, gold golem, mandrake major, sorcerer, goodybag
I	Chimaera, robo-robin, infernal armour, troll, goodybag
H	Hunter mech, infernal armour, liquid metal slime, moosifer, bagma, troll, mandrake marauder
G	Badja, moosifer, live lava, mandrake marauder, mega moai, hell niño
F	Whirly girly, harmour, hell niño, magmalice, killing machine, red dragon
E	Harmour, magmalice, fright knight, red dragon, prism peacock, cobra cardinal
D	Fright knight, gigantes, cobra cardinal, flamin' drayman, tantamount, drakulard
C	Terror troll, metal king slime, flamin' drayman, tantamount, barriearthenwarrior, drakulard
B	Terror troll, flamin' drayman, barriearthenwarrior, bird of terrordise, scarlet fever, tantamount
A	Barriearthenwarrior, bird of terrordise, scarlet fever, hell's gatekeeper, rashaverak, terror troll
S	Bird of terrordise, hell's gatekeeper, rashaverak, master moosifer, vermil lion, scarlet fever

The higher the ranks of the monsters, the better the items contained in the blue chests. Extremely rare items become available once you reach ranks A and S. The contents of the blue chests come back every time you reset a treasure map.

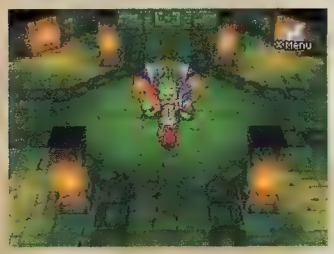
How to Obtain Higher Level Maps

There are some factors that affect the level of the treasure maps that you receive. The level of your main character, the number of times that you have been resurrected, and the level of cleared grottoes all decide what level treasure maps you'll receive. The following table shows the approximate level that the treasure maps will be based on the previously stated factors.

APPROXIMATE TREASURE MAP LEVEL BASED ON FACTORS						
FACTORS	APPROXIMATE LEVEL OF TREASURE MAP					
Max Level of Characters	Times Resurrected	Level of Completed Grotto	Level of Map	# of Floors	Monster Rank on Floor B1	Possible Bosses
[<-]30	0	[<-]20	1-23	3-5	K-I	Equinox, Nemean, shogum
40	0	30	4-38	5-7	J-H	Equinox, Nemean, shogum, Trauminator, Elusid
50	0	40	16-59	7-11	I-G	Nemean, shogum, Trauminator, Elusid, Sir Sanguinus, atlas
60	0	50	31-68	9-13	H-F	Trauminator, Elusid, Sir Sanguinus, atlas
70	0	60	40-80	11-15	H-F	Elusid, Sir Sanguinus, atlas, Hammibal, Fowleye
80	0	70	46-89	11-17	G-E	Sir Sanguinus, atlas, Hammibal, Fowleye
90	0	80	49-92	11-17	G-E	Atlas, Hammibal, Fowleye, Excalipurr
99	0	90	58-99	12-17	F-C	Hammibal, Fowleye, Excalipurr, Tyrannosaurus Wrecks, Greygnarl
99	5	90	46-99	13-17	D-C	Any of the 12 bosses
99	10	90	55-99	15-17	C	Any of the 12 bosses

Treasure Map Bosses

Bosses wait on the final floor of all treasure map grottoes, and you must defeat them to complete the grotto. There are 12 bosses that may appear. These are formidable foes, so be ready. You may need to defeat these bosses several times to obtain all of the items that they carry.



TREASURE MAP BOSSES	
NAME	HP
283 Equinox	1800
284 Nemean	2800
285 Shogum	3600
286 Trauminator	4000
287 Elusid	4300
288 Sir Sanguinus	5200
289 Atlas	6500
290 Hammibal	6000
291 Fowleye	5200
292 Excalipurr	6600
293 Tyrannosaurus Wrecks	12500
294 Greygnarl	1770

Legacy Bosses

Some treasure maps are named after the boss in the grotto, such as Dragonlord's Map Lv. 1. These bosses are legacy bosses. There is only one level in these grottoes, which is the boss level. The level indicated on the name of the map does not indicate the level of the dungeon, but the level of the boss.

Usually, the level of the legacy boss map is 1. But as you win more battles against that boss, the level of the legacy boss goes up.

The legacy bosses are:

LEGACY BOSSES	
NUMBER	NAME
295	Dragonlord
296	Malroth
297	Baramos
298	Zoma
299	Psaro
300	Estark
301	Nimzo
302	Murdaw
303	Mortamor
304	Nokturnus
305	Orgodemir
306	Dhoulmagus
307	Rhapthorne

LEVELING UP LEGACY BOSSES

After defeating a legacy boss, it springs back to life and asks for the experience points for itself. You have the option to give your foe the experience or keep the points for yourself.

Give the boss the experience points, and it increases a level. Reset the map and re-enter to fight the boss at the next level. The bosses can be leveled up to level 99.

Leveling up the legacy bosses give you the following:

- More money and experience for defeating them
- Different treasures to win
- Chance to acquire more legacy boss maps
- Better chance to get a treasure
- Earn more Accolades

If you are lucky enough after defeating a legacy boss, you may receive a rare item like the Alefgard boots.

RESETTING A TREASURE MAP

You can reset a map by selecting the map you are following. Stop following it and re-select it. This resets the boss and treasures.

The Maps

Here are the possible treasure maps along with a broader look at the location for easier identification.

WESTERN STORNWAY

EASTERN STORNWAY

DOOMSGALE FOREST

THE SORRY COAST

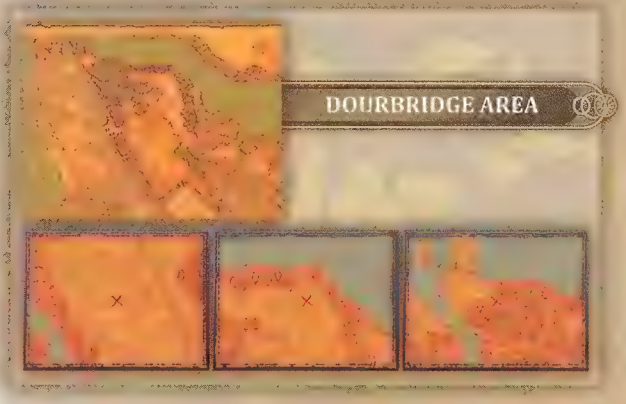
EASTERN COFFINWELL

WESTERN COFFINWELL

EASTERN STORNWAY

NEWID ISLE

THE BAD CAVE AREA


DOURBRIDGE AREA

THE LONELY COAST

THE LONELY PLAINS

OWDUR CLIFFS

PEIJVI ISLE

KHAALAG COAST

GLEEBA AREA

URDUS MARSHLAND

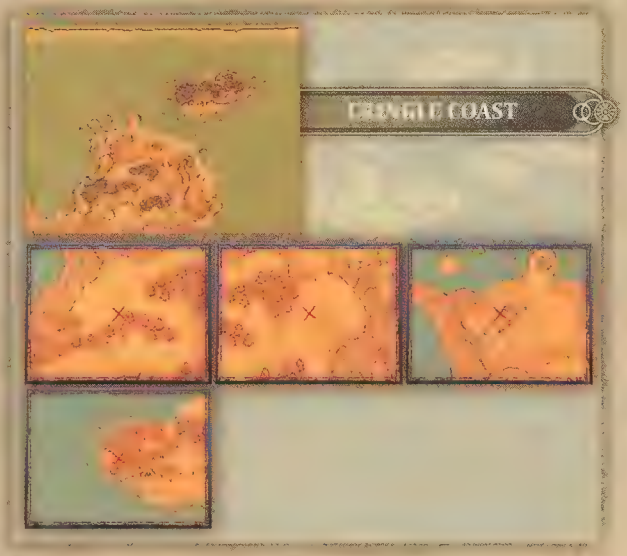
THE HAMGAZAR PLAINS

MT. ULBARUUN

MT. ULZUUN

SNOWBERIA

HERMANY


TRINGLE COAST

SNOWBERIAN COAST

EASTERN WORMWOOD

WESTERN WORMWOOD

WORMWOOD CANYON

WYRMWING

WYRMNECK

WYRMTAIL

WYRMSMAW

THE GITTESH EMPIRE

Multiplayer and Downloadable Content

The Rapportal—Multiplayer

By stepping through the Rapportal, you can share an adventure with three guests in your world, or you can join others in another world. The other players must be nearby so you can connect via a local wireless connection

Talk to Pavo, sitting on the right side of the bar in the Quester's Rest Inn in Stornway, to play a multiplayer game. She gives you four options: visit another world, invite friends from other worlds, or learn more about the Rapportal and other worlds.

Select "Visit another world" to join another player's world. Choose "Invite friends from other worlds" to start a multiplayer game in your world. Your game is automatically saved before it attempts to connect to any game.

After you choose to invite friends to your world, your game searches for nearby players who are in turn searching for a world to join. Three players may join your party, but you must unload any extra characters you have in your current party.

Having more players in your party results in earning more experience in battle. Items that are usually tough to come by may be easier to obtain in multiplayer. Guests are able to visit towns and dungeons that they may not have reached in their own world. Guests can also take quests from the host's game back to their game, along with any items that were bought or found. Note that any story related items cannot be taken back to the player's world.

When you travel to someone else's world, the watcher's wings item is placed in your bag. Use this to return to your own world. You can also talk to Pavo to return.

The Differences between Hosts and Guests

Gameplay is basically the same in multiplayer as in single player. Progress made in the host's world has no effect on the guest's world. There are certain things that only the host can do:

- **Advance the story**
- **Accept quests, complete them, and receive rewards**
- **Set a treasure map**
- **Open red chests and locked doors**
- **Hand over mini medals to Cap'n Max Meddlin**
- **Control the ship or Starlight Express**

Strategy Commands

The host gets an additional command called Call to Arms while in multiplayer. This enables him or her to gather all of the guests to where he or she is. The guests do not hear this command while in a fight, talking to someone, or after falling in battle and waiting for help.

If the guest hears the command, he or she is presented with a choice to join the host. Select yes to automatically go there.

Special Icons

Special icons appear above your party's heads during multiplayer. These icons let you know what the player's current condition is. Refer to the table below to see what the icons mean.

ICON	DESCRIPTION
Smiley Face	Conversation is possible with this player.
Crossed Swords	The player is in a fight. Approach him or her and press Ⓐ to join the battle.
Film Strip	The player is in middle of an event and is unable to act.
Book	The player is currently changing vocations. Talk to him or her to change vocations yourself.

The player's stats automatically appear on the top screen when a player is in a fight or dead.

ICON	DESCRIPTION
Crossed Swords	The player is fighting at this location.
Tombstone	The player is dead at this location.

Fighting in Multiplayer

When a player runs into a monster, any nearby players automatically join the fight. Other players that were too far away or unable to join can join the fight by approaching the battle and pressing Ⓐ. The host can also call players by using the "call to arms" command from within the battle. All players control their own actions. Everyone must select Flee in order to have a chance at successfully leaving the battle.

Some Differences between Multiplayer and Single Player

- **The host must meet any requirements for Challenge Quests.**
- **The host must talk to any story related and grotto bosses to fight them.**
- **Saving while in someone else's world only saves your level and items that are carried.**
- **Only the host can open red chests, but anyone can open the blue ones. The contents of a blue chest change between players.**
- **Some spells and items will only work for you. These include Zoom, Evac, Vanish, evac-u-bell, chimaera wings, and holy water.**
- **Tools with a rarity of 0 (zero) can be given to other players. You must be nearby that player to trade.**
- **Each player can use an inn separately. Time of day does not change, unless the host stays at the inn.**
- **Zoom and chimaera wings can only be used to travel to places that the host has visited.**
- **Hosts are the only players that can control the ship and Starflight Express.**

What is Attainable in Battle

The following table shows what is obtained after a battle and by whom.

WHAT IS OBTAINED	WHO OBTAINS IT
Experience Points	Anyone who participated gets experience. If two players fight, the experience is multiplied by 1.1. With three players, the experience is multiplied by 1.2. Four players cause the experience to be multiplied by 1.3.
Money	Each player receives the same amount of gold coins, unless a player participates in fewer turns. Then, that player receives less money.
Dropped Items	Every player receives item drops, unless a player participates for less than half of the turns.
Stolen Items	Only players that successfully steal an item receive that item.

When Players Die

When players die, they get the option to wait for help or be resurrected at a church. If they wait for help, they stay at that location until someone comes around and Resurrects them. If everyone dies, everyone Resurrects in a church. This action costs each player half of the money in their possession.

If a guest dies in battle, have that person Resurrect in the church, then use Call to Arms to return him or her to the fight.

Try This

HELP THE HOST ADVANCE THE STORY

Invite higher level players to your world to make quick progress in your story. Be sure to protect the weaker host player from the tough monsters. Likewise, this is a good opportunity for other players to help the host complete more difficult Challenge Quests. Remember, only the host receives the reward.

EXPLORE THE GROTTOES

The host can start a treasure map for the party to explore. Try splitting up to find the stairs faster. You can also use the Treasure Eye Land ability to locate the stairs automatically. Remember to share the locations of blue chests, since each player can open it. Use holy waters if you wish to avoid battles while exploring alone. Remember everyone gets the dropped items, so fighting the monsters can result in some good finds.

GRAB REAGENTS FOR YOUR ALCHEMY

Use the opportunities in other worlds to grab reagents in the field that may not be as abundant in your own world. Check the Guardian Fountain at the Quester's Rest Inn for more items, if it has been unlocked with enough guests.

DEFEAT METAL MONSTERS

Split up to find the metal monsters, especially metal liquid slimes. Once found, wait for others to join the fight. Defeating these guys with four players results in some good experience. Remember the closer the levels of the players, the more equally the experience points are divided.

EXCHANGE UNUSED ITEMS

Items that have a rarity of 0 (zero) can be shared freely with other players. Exchange plentiful reagents for reagents you may need. You must be nearby the other player to share items.

DQVC Shopping Service with Sellma

Talk to Sellma in the Quester's Rest Inn to access the DQVC shopping service. This becomes available once you visit Newid Isle. Here you can find rare items and additional quests.

Before you can use this service, you need to set up your Nintendo WFC. You can do this from the main menu of *Dragon Quest IX* or through Sellma.

The shopping list contains six types of items, and you can only purchase so many of each one. You are able to connect to the DQVC once per day, and each time the shopping list is updated.

This service allows you to buy items that can't be found at other stores and sometimes at cheaper prices. The shopping list is different for each player, and they do expire after a while.

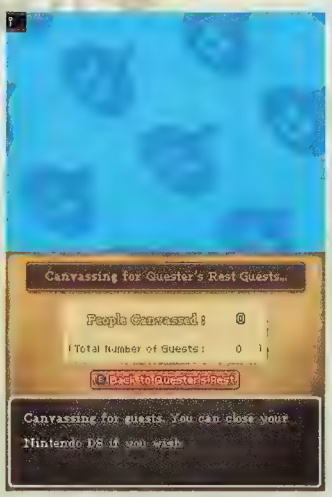
Once the connection has ended, your progress is automatically saved.

Downloadable Content

There is more to gain while connected to the DQVC. There are additional quests that can be downloaded—Challenge Quests 121 - 184. Special guests from previous *Dragon Quest* games may also visit your inn.

Special guests stay in the Royal Suites at the Quester's Rest Inn. Take the lift on the left side of the bar to access them. Talk to them to receive special items. Here is a list of possible special guests:

Tag Mode

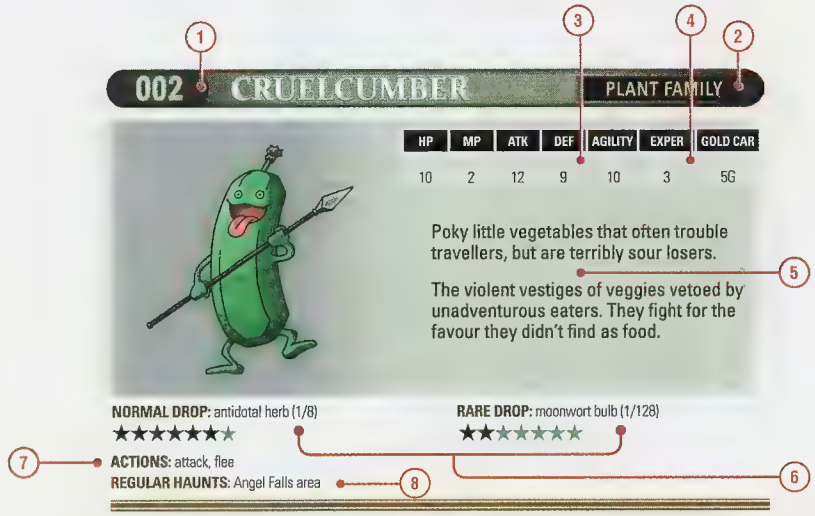

Canvassing for Quester's Rest Guests...
People Canvassed: 0
Total Number of Guests: 0
B Back to Quester's Rest
Canvassing for guests. You can close your Nintendo DS if you wish.

Talk to Erinn at the Quester's Rest Inn and select "Canvass for guests." This puts your game into Tag Mode. Close the DS, and as you pass other players in Tag Mode, you gain guests at the inn. Take a completed treasure map with you to trade with the guests. Don't worry, your copy remains in your inventory. Your adventures are saved automatically when entering this mode. Press B to return to the inn.

Bestiary

USING THE BESTIARY

1. Number and name of monster.
2. Family that the monster belongs to.
3. Stats that include maximum HP and MP, Attack, Defence, and Agility.
4. Experience and gold rewarded for defeating the monster.
5. Description of the monster.
6. Normal Drop/Rare Drop: The items that the monster may drop and chance of dropping that item.
7. This lists the possible actions the monster may make. Some of the later monsters have various configurations. Therefore, monsters may use different attacks or abilities in your initial encounter than the next meetings.
8. The party can find this monster in one of these locations.


1
3
4
2
002 CRUELCUMBER
PLANT FAMILY
HP MP ATK DEF AGILITY EXPER GOLD CAR
10 2 12 9 10 3 5G
Poky little vegetables that often trouble travellers, but are terribly sour losers.
5
The violent vestiges of veggies vetoed by unadventurous eaters. They fight for the favour they didn't find as food.
NORMAL DROP: antidotal herb (1/8)
RARE DROP: moonwort bulb (1/128)
7
ACTIONS: attack, flee
REGULAR HAUNTS: Angel Falls area
8
6

001 SLIME — SLIME FAMILY

HP	MP	ATK	DEF	AGILITY	EXPER	GOLD CAR
8	2	10	7	7	2	4G

Slimes are common monsters that are found all over the world. Their simple yet loveable form attracts many admirers.

They're unimpressive alone, but if a few of them focus the force of friendship, they can make a miraculous metamorphosis.

NORMAL DROP: medicinal herb (1/8)
★★★★★★★

RARE DROP: slimedrop (1/16)
★★★★★★★

ACTIONS: attack, flee, calls for backup (slime)
REGULAR HAUNTS: Angel Falls area, the Hexagon, Bloomingdale (islet), Pluvi Isle (islet, daytime), Angel Falls area (high ground)

SPECIAL SLIME

Later in the game, your party runs into two special slimes. These slime have different stats as shown below.

In Newid Isle and the Tower of Trades, three slime combine to form a (#051) slime stack.

HP	MP	ATK	DEF	AGILITY	EXPER	GOLD CAR
55	4	42	48	80	48	16G

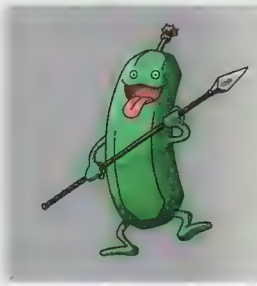
ACTIONS: attack, flee, calls for backup (slime), three combine to form slime stack
REGULAR HAUNTS: Newid Isle, the Tower of Trades

In Bloomingdale, eight combine to form a (#090) king slime.

HP	MP	ATK	DEF	AGILITY	EXPER	GOLD CAR
76	4	52	65	128	72	24G

ACTIONS: attack, flee, calls for backup (slime), eight combine to form king slime
REGULAR HAUNTS: Bloomingdale

002 CRUELCUMBER — PLANT FAMILY



HP	MP	ATK	DEF	AGILITY	EXPER	GOLD CAR
10	2	12	9	10	3	5G

Poky little vegetables that often trouble travellers, but are terribly sour losers.

The violent vestiges of veggies vetoed by unadventurous eaters. They fight for the favour they didn't find as food.

NORMAL DROP: antidotal herb (1/8)
★★★★★★★

RARE DROP: moonwort bulb (1/128)
★★★★★★★

ACTIONS: attack, flee
REGULAR HAUNTS: Angel Falls area

003 TEENY SANGUINI — DEMON FAMILY

HP	MP	ATK	DEF	AGILITY	EXPER	GOLD CAR
13	2	12	6	15	4	7G

Cowskin-coloured little devils who only chase after travellers because they want to play.

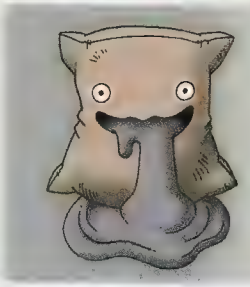
The cow pattern pales, and patches of pink poke through as they mature. You could say they rose as they rise!

NORMAL DROP: medicinal herb (1/16)
★★★★★★★

RARE DROP: holy water (1/64)
★★★★★★★

ACTIONS: attack, flee, fluffs around (misses turn)
REGULAR HAUNTS: Angel Falls area

004 SACKSQUATCH — MATERIAL FAMILY



HP	MP	ATK	DEF	AGILITY	EXPER	GOLD CAR
15	0	13	8	8	5	8G

Smack them with spells before they jump at the chance to blind you by blowing sand in your eyes.

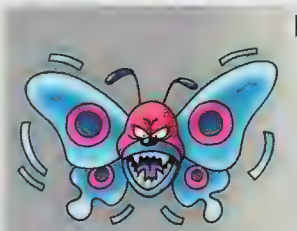
Sacks that were stacked at a factory, then left all alone. They split a bit, then split for real to live life as free and easy fiends.

NORMAL DROP: antidotal herb (1/32)
★★★★★★★

RARE DROP: boxer shorts (1/64)
★★★★★★★

ACTIONS: attack, flee, cloud of sand (blinds entire party)
REGULAR HAUNTS: Angel Falls area

005 BATTERFLY — BUG FAMILY



HP	MP	ATK	DEF	AGILITY	EXPER	GOLD CAR
14	5	14	12	9	7	12G

Beastly butterflies who disrupt their enemies with Dazzle, then dash off at the first sign of trouble.

They're adamant that it's not their faces that look like mortals', it's mortals' faces that look like theirs.

NORMAL DROP: moonwort bulb (1/16)
★★★★★★★

RARE DROP: butterfly wing (1/64)
★★★★★★★

ACTIONS: attack, flee, Dazzle
REGULAR HAUNTS: Angel Falls area, Zere area (southern)

006 DRACKY — BIRD FAMILY

HP	MP	ATK	DEF	AGILITY	EXPER	GOLD CAR
15	3	17	12	18	10	10G

These bat-like beasts like nothing better than to gang up and go gallivanting across the night skies.

They have crazy cousins called wackies and boastful brothers called brackies. They long to go freckly and be…frackies.

NORMAL DROP: medicinal herb (1/16)
★★★★★★★

RARE DROP: chimaera wing (1/64)
★★★★★★★

ACTIONS: attack, flee
REGULAR HAUNTS: Angel Falls area (nighttime), the Hexagon

007 BODKIN ARCHER — HUMANOID FAMILY

HP	MP	ATK	DEF	AGILITY	EXPER	GOLD CAR
17	5	16	12	10	9	16G

Able archers who attack from afar, use medicinal herbs when in need, and aren't too proud to flee from more formidable foes.

Their bodkin betters tease them that they're terrible shots, so they target unlucky travellers to try and prove them wrong.

NORMAL DROP: plain clothes (1/16)
★★★★★★★

RARE DROP: leather hat (1/64)
★★★★★★★

ACTIONS: attack, flee, Buff, medicinal herb
REGULAR HAUNTS: Angel Falls area, the Hexagon, Eastern Stornway

008 BAG O' LAUGHS — MATERIAL FAMILY

HP	MP	ATK	DEF	AGILITY	EXPER	GOLD CAR
16	4	19	14	24	11	26G

Try to get these nuisances bagged and tagged before they can empty your MP with a Weird Dance.

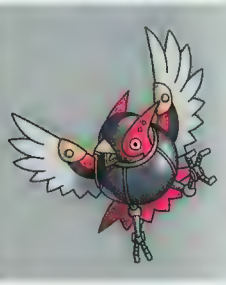
They're crammed with more jokes than a cartload of Christmas crackers, but have yet to raise even a wry smile.

NORMAL DROP: cowpat (1/8)
★★★★★★★

RARE DROP: strong medicine (1/64)
★★★★★★★

ACTIONS: attack, flee, Weird Dance, calls for backup (winkster), assessing the situation (misses turn)
REGULAR HAUNTS: the Hexagon

009 MECHA-MYNAH — MACHINE FAMILY



HP	MP	ATK	DEF	AGILITY	EXPER	GOLD CAR
6	4	20	38	9	12	20G

Rapid, robotic birds, adept at upping their work-rate with Accelerate. Mistake them for typical tweeters at your peril.

They can't deviate from pre-programmed patterns, so they're poor team players who can only plod along at a preset pace.

NORMAL DROP: chimaera wing (1/32)
★★★★★★★

RARE DROP: feather fan (1/64)
★★★★★★★

ACTIONS: attack, flee, Accelerate
REGULAR HAUNTS: the Hexagon

010 FIRESPIRIT — ELEMENTAL FAMILY

HP	MP	ATK	DEF	AGILITY	EXPER	GOLD CAR
14	3	9	9	9	12	15G

These Frizz spell elementals are best beaten with spells or abilities, as weapons will often pass right through them.

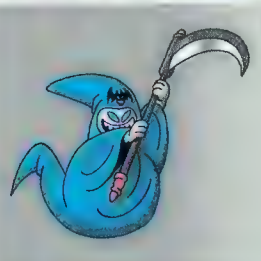
"Not even kids use Frizz these days." It was these thoughtless words that forged the furious firespirit.

NORMAL DROP: holy water (1/32)
★★★★★★★

RARE DROP: magic water (1/128)
★★★★★★★

ACTIONS: attack, Frizzle
REGULAR HAUNTS: the Hexagon, Eastern Stornway

011 SPIRIT — ZOMBIE FAMILY



HP	MP	ATK	DEF	AGILITY	EXPER	GOLD CAR
20	2	23	20	14	16	24G

Formless phantasms that are hard to get a hold of, but easily eradicated with a fire-based offensive.

Restless wraiths who refuse to take their rightful rest. They might look like a laugh, but they're far from frolicsome.

NORMAL DROP: holy water (1/32)
★★★★★★★

RARE DROP: silk robe (1/64)
★★★★★★★

ACTIONS: attack, flee
REGULAR HAUNTS: the Hexagon, Western Stornway (nighttime)

012 WINKSTER — DEMON FAMILY

HP	MP	ATK	DEF	AGILITY	EXPER	GOLD CAR
18	3	19	16	22	22	25G

These trainee tricksters have just learnt Frizz, and often fritter away all their MP trying to use it.

Their legends tell that they can become fully fledged wizards by flattening a certain foe with Frizz, so they cast it constantly.

NORMAL DROP: cotton trousers (1/32)
★★★★★★★

RARE DROP: oak staff (1/64)
★★★★★★★

ACTIONS: attack, Frizzle
REGULAR HAUNTS: the Hexagon (bag o' laughs calls into battle), Western Stornway, Eastern Stornway, Zere area (southern, nighttime)

013 HAMMERHOOD — HUMANOID FAMILY

HP	MP	ATK	DEF	AGILITY	EXPER	GOLD CAR
20	2	12	18	17	20	20G

Their huge great hammers have them hitting the dirt more often than not, but if they do score a direct hit...

They're discerning fans of good comedy, which is why they think the bag o' laughs' rubbish routine is the biggest joke going.

NORMAL DROP: leather kilt (1/64)
★★★★★★★

RARE DROP: oaken club (1/64)
★★★★★★★

ACTIONS: critical hit, swings, misses, and falls down
REGULAR HAUNTS: Western Stornway, Eastern Stornway, Zere area (northern, daytime)

014 SHE-SLIME — SLIME FAMILY

HP	MP	ATK	DEF	AGILITY	EXPER	GOLD CAR
19	4	23	18	25	20	22G

These slimes are the result of a rare genetic mutation, and are also known as "don't-often-see-slimes."

They're bitter rivals of standard slimes, who they match for shape, size, and colour, but can't beat as far as fan base goes.

NORMAL DROP: medicinal herb (1/8)
★★★★★★★

RARE DROP: slimedrop (1/8)
★★★★★★★

ACTIONS: attack, flee
REGULAR HAUNTS: Western Stornway, Eastern Stornway, Zere area (southern, daytime), Angel Falls area (high ground)

015 FUNGHOUL — PLANT FAMILY

HP	MP	ATK	DEF	AGILITY	EXPER	GOLD CAR
22	3	25	17	19	25	20G

Flambé these foul fungi to stop them sending you to sleep with their sickly Sweet Breath.

Mushroom-like monsters who love musty, manky places, and relish rolling around in freshly fallen leaves.

NORMAL DROP: medicinal herb (1/8)
★★★★★★★

RARE DROP: sleeping hibiscus (1/128)
★★★★★★★

ACTIONS: attack, Sweet Breath
REGULAR HAUNTS: Western Stornway, Eastern Stornway, Zere area (southern)

016 BUBBLE SLIME — SLIME FAMILY

HP	MP	ATK	DEF	AGILITY	EXPER	GOLD CAR
23	4	26	15	8	24	18G

Everything these sithering slimes touch is poisoned, so take heed and have some antidotal herbs or a Squelch spell on hand.

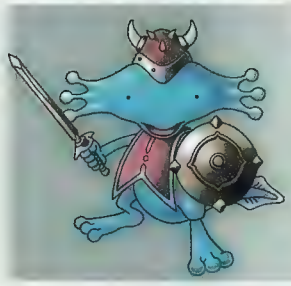
After a day off spent relaxing in a poisonous pool to invigorate their venomousness, they bubble much more brightly.

NORMAL DROP: antidotal herb (1/8) ★★★★★★★

RARE DROP: slimedrop (1/8) ★★★★★★★

ACTIONS: attack
REGULAR HAUNTS: Western Stornway, Zere area (southern), Angel Falls area (high ground)

017 WOOPER TROOPER — AQUATIC FAMILY



HP	MP	ATK	DEF	AGILITY	EXPER	GOLD CAR
30	4	33	24	28	40	32G

Amphibious soldiers, adept at defence, who can be found patrolling around bodies of water.

They're forever scraping their soles on seashells while on beach patrol, and have been saving up to buy boots.

NORMAL DROP: pot lid (1/16) ★★★★★★★

RARE DROP: soldier's sword (1/64) ★★★★★★★

ACTIONS: attack, flee, Defend, ready to dodge any attack
REGULAR HAUNTS: Western Stornway, Eastern Stornway, Zere area (southern), Western Coffinwell

018 BETTERFLY — BUG FAMILY

HP	MP	ATK	DEF	AGILITY	EXPER	GOLD CAR
37	5	30	16	44	36	28G

Brutal butterflies that dizzy with Dazzle, then pounce upon their victims with venomous fangs.

They've been worried about their weight of late, and are trying to balance their mortal-heavy diet by devouring more fish.

NORMAL DROP: coagulant (1/8) ★★★★★★★

RARE DROP: butterfly wing (1/16) ★★★★★★★

ACTIONS: attack, flee, poison attack, Dazzle
REGULAR HAUNTS: Zere area (southern)

019 MEOWGICIAN — BEAST FAMILY

HP	MP	ATK	DEF	AGILITY	EXPER	GOLD CAR
29	5	25	20	32	40	28G

Fierce felines also known as Frizzcats because they fire off frequent blasts of Frizz—sometimes to unexpected effect.

Before being mages, they were extremely aristocratic cats, and can't be seen in public without cleanly washed faces.

NORMAL DROP: oak staff (1/16) ★★★★★★★

RARE DROP: silk robe (1/32) ★★★★★★★

ACTIONS: attack, flee, Frizzle, washes face (misses turn)
REGULAR HAUNTS: Zere area (northern and southern)

020 RAGGED REAPER — MATERIAL FAMILY

HP	MP	ATK	DEF	AGILITY	EXPER	GOLD CAR
34	4	38	24	36	56	28G

Their scythes, robbed from real reapers, ward off Whack, and they can upset enemies with Weird Dance and Snooze.

They take out travellers and fellow fiends to use as fertiliser for fields that have fallen fallow.

NORMAL DROP: evencloth (1/16) ★★★★★★★

RARE DROP: linen gloves (1/32) ★★★★★★★

ACTIONS: attack, Snooze, Weird Dance
REGULAR HAUNTS: Zere area (northern and southern), Doomingale Forest, Western Coffinwell (islet)

021 GASTROPOG — BUG FAMILY

HP	MP	ATK	DEF	AGILITY	EXPER	GOLD CAR
28	0	36	48	22	48	36G

They slap their sickeningly long tongues across enemies' faces, and eject 'orrible ooze to slow their foes.

The size of their shells dictates their status, and the competition for cool carapaces is fairly fierce.

NORMAL DROP: antidotal herb (1/16) ★★★★★★★

RARE DROP: toad oil (1/32) ★★★★★★★

ACTIONS: attack, flee, licks target (target may become inactive), spews snotty substance (decreases agility of target)
REGULAR HAUNTS: Eastern Stornway, Zere area (northern and southern), Doomingale Forest (daytime), Pluvi Isle (islet, nighttime)

022 BROWNIE — HUMANOID FAMILY

HP	MP	ATK	DEF	AGILITY	EXPER	GOLD CAR
40	∞	29	26	40	56	32G

Erratic enemies that can attain an instant state of high tension, only to topple over and go off the boil.

Bodkin bowyers often take them on camping trips and trick them into tapping in their tent pegs for them.

NORMAL DROP: leather kilt (1/32) ★★★★★★★

RARE DROP: seed of strength (1/256) ★★★★★★★

ACTIONS: attack, raises tension to max, Heart Breaker, Psyche Up
REGULAR HAUNTS: Zere area (northern), Doomingale Forest

023 BOPPIN' BADGER — BEAST FAMILY

HP	MP	ATK	DEF	AGILITY	EXPER	GOLD CAR
39	4	38	28	33	60	30G

Badgers with large leaves and the gift of the groove. Their moves are admired by many in the monster world.

They'd rather be dancing than doing battle, so they beat their bellies like bongos to try to get travellers tapping their toes too.

NORMAL DROP: medicinal herb (1/16) ★★★★★★★

RARE DROP: magic beast hide (1/32) ★★★★★★★

ACTIONS: attack, flee, Sultry Dance
REGULAR HAUNTS: Eastern Stornway, Zere area (northern)

024 DRACKMAGE — BIRD FAMILY

HP	MP	ATK	DEF	AGILITY	EXPER	GOLD CAR
35	9	34	28	47	60	30G

Green, forest-dwelling drackies who deftly dodge attacks, then strike back with Kasap.

They're quite short-sighted, and often shower shrubs and other similarly sized green things with greetings and good cheer.

NORMAL DROP: chimaera wing (1/16) ★★★★★★★

RARE DROP: wing of bat (1/16) ★★★★★★★

ACTIONS: attack, Kasap
REGULAR HAUNTS: Zere area (northern and southern, nighttime), Doomingale Forest (nighttime), Brigadoom

025 BODKIN FLETCHER — HUMANOID FAMILY

HP	MP	ATK	DEF	AGILITY	EXPER	GOLD CAR
36	4	42	30	53	62	44G

Forest hunters who can call on more of their kind in a pinch to pepper foes with poisoned arrows.

Their arrowheads are doused in the bubble slime's deadly dribble, and they must take great care not to get it on their hands.

NORMAL DROP: antidotal herb (1/8) ★★★★★★★

RARE DROP: leather gauntlets (1/64) ★★★★★★★

ACTIONS: attack, poison attack, Psyche Up, calls for backup (bodkin fletcher)
REGULAR HAUNTS: Zere area (northern), Doomingale Forest, Brigadoom

026 RAM RAIDER — BEAST FAMILY

HP	MP	ATK	DEF	AGILITY	EXPER	GOLD CAR
57	4	46	28	40	70	30G

These rampant rams will do nothing but nut you, but you'd do well to defend yourself when their tension is high.

They faithfully follow their fathers' advice to get their heads down and charge headlong into all that life hurls at them.

NORMAL DROP: sleeping hibiscus (1/16) ★★★★★★★

RARE DROP: lambswool (1/32) ★★★★★★★

ACTIONS: attack, flee, Body Slam, Psyche Up
REGULAR HAUNTS: Doomingale Forest

027 CUMAULUS — ELEMENTAL FAMILY

HP	MP	ATK	DEF	AGILITY	EXPER	GOLD CAR
30	10	28	30	72	62	42G

Companionable clouds who crowd around their victims and clobber them with constant facefuls of Frizz.

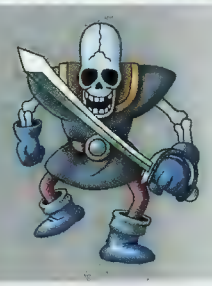
Amalgamations of the ominous air that amasses in the upper atmosphere, forming foul, ferocious clouds.

NORMAL DROP: tangleweb (1/32) ★★★★★★★

RARE DROP: coagulant (1/64) ★★★★★★★

ACTIONS: attack, flee, Frizzle, Psyche Up
REGULAR HAUNTS: Doomingale Forest, Brigadoom

028 SKELETON — ZOMBIE FAMILY



HP	MP	ATK	DEF	AGILITY	EXPER	GOLD CAR
42	6	48	40	54	81	60G

The remains of robust warriors. They hit hard with Helm Splitter, and cannot be defeated with death spells.

Deceased soldiers who faithfully patrol the ruins of Brigadoom, though their king is long dead, and his kingdom a mere memory.

NORMAL DROP: cotton gloves (1/32) ★★★★★★★

RARE DROP: copper sword (1/128) ★★★★★★★

ACTIONS: attack, flee, Helm Splitter
REGULAR HAUNTS: Doomingale Forest, Brigadoom, Eastern Coffinwell (nighttime)

029 HEALSLIME — SLIME FAMILY

HP	MP	ATK	DEF	AGILITY	EXPER	GOLD CAR
30	10	30	26	33	56	30G

Unselfish slimes that are always on standby to step in and save others. Often summoned by their monster mates for support.

They greet friends with their right tentacles, foes with their left, and everyone else with the others.

NORMAL DROP: medicinal herb (1/8) ★★★★★★★

RARE DROP: slimedrop (1/8) ★★★★★★★

ACTIONS: attack, flee, Heal
REGULAR HAUNTS: Brigadoom, Western Coffinwell (restless armour calls to battle), Angel Falls area (high ground), etc.

030 BLINKSTER — DEMON FAMILY

HP	MP	ATK	DEF	AGILITY	EXPER	GOLD CAR
33	5	26	26	50	64	40G

Wait for these witless wizards to waste their MP on snowy spells, then whack them back!

On days off, they don top hats and set out to work the magic circuit. They're available for birthdays and other bashes.

NORMAL DROP: leather shoes (1/32) ★★★★★★★

RARE DROP: wizard's staff (1/128) ★★★★★★★

ACTIONS: attack, flee, Crack
REGULAR HAUNTS: Brigadoom, Eastern Coffinwell

031 LEERY LOUT — HUMANOID FAMILY

HP	MP	ATK	DEF	AGILITY	EXPER	GOLD CAR
36	∞	40	28	35	68	34G

Mostly found cowering behind cover, even when countering, but interestingly, the originator of the Blockenspiel ability.

Their shields are their best buddies, and they spend many a happy hour chatting away to them when not busy battling.

NORMAL DROP: leather shield (1/16) ★★★★★★★

RARE DROP: bronze shield (1/128) ★★★★★★★

ACTIONS: attack, flee, Blockenspiel, Defend
REGULAR HAUNTS: Brigadoom

032 LUNATICK — BUG FAMILY

HP	MP	ATK	DEF	AGILITY	EXPER	GOLD CAR
36	8	35	40	41	70	32G

They distract enemies by tickling them with their teeming tentacles, then punish them with a paralysing ray.

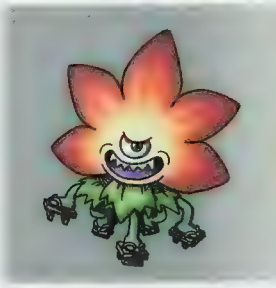
Their enormous eyes evolved to allow them to lurk in long grasses, then pounce when prey passes.

NORMAL DROP: leather whip (1/32)
★★★★☆☆☆

RARE DROP: magic water (1/64)
★★★☆☆☆☆

ACTIONS: attack, flee, Paralaser, tickle (target may become inactive)
REGULAR HAUNTS: Brigadoom

033 LEAFY LARRIKIN — PLANT FAMILY



HP	MP	ATK	DEF	AGILITY	EXPER	GOLD CAR
36	6	40	28	66	42	28G

They flutter their leafy bodies to evade attack, and sometimes summon their buddies, the badger magers.

"Cross the breezy autumn's eye, through the dells of Coffinwell, lo, how the larrikin larks!" — L. Larrikin

NORMAL DROP: moonwort bulb (1/8)
★★★★★★☆

RARE DROP: strong medicine (1/32)
★★★★☆☆☆

ACTIONS: attack, flee, calls for backup (leafy larrikin), calls for backup (badger mager)
REGULAR HAUNTS: Eastern Coffinwell

034 CLOCKWORK CUCKOO — MACHINE FAMILY

HP	MP	ATK	DEF	AGILITY	EXPER	GOLD CAR
27	0	46	80	40	72	41G

Mechanical birds that are neither moved by beauty nor motivated by revenge. Fry their circuits with lightning spells.

They're proudest when pounding all their enemies at once with weapon-like wings by busting out Birdcutter.

NORMAL DROP: chimaera wing (1/32)
★★★★☆☆☆

RARE DROP: iron nails (1/64)
★★★☆☆☆☆

ACTIONS: attack, flee, turns into spike (attacks entire party)
REGULAR HAUNTS: Eastern Coffinwell, Western Coffinwell

035 SLUGGER — BUG FAMILY

HP	MP	ATK	DEF	AGILITY	EXPER	GOLD CAR
48	4	42	34	68	64	47G

They know a dazzling array of dastardly dances, but run out of steam rather quickly.

They're moving every moment, beating bare feet against the ground in time with the unremitting rhythm of the earth.

NORMAL DROP: medicinal herb (1/16)
★★★★★★☆

RARE DROP: garish garb (1/128)
★★☆☆☆☆☆

ACTIONS: attack, flee, Egg On, Sultry Dance
REGULAR HAUNTS: Eastern Coffinwell, Western Coffinwell

036 CHARIOT CHAPPIE — HUMANOID FAMILY

HP	MP	ATK	DEF	AGILITY	EXPER	GOLD CAR
55	5	55	55	46	90	60G

These crazy carters careen into combat, crashing into the competition and occasionally causing them to cramp up.

Nihilistic nutjobs, they wander the wilds with their chattering chariot chums, laying to waste all who get in their way.

NORMAL DROP: angel bell (1/32)
★★★★☆☆☆

RARE DROP: iron lance (1/64)
★★★☆☆☆☆

ACTIONS: attack, flee, sends character flying (chance of knocking down), charges at full pelt
REGULAR HAUNTS: Eastern Coffinwell, Western Coffinwell

037 MORPHEANMUSHROOM — PLANT FAMILY

HP	MP	ATK	DEF	AGILITY	EXPER	GOLD CAR
50	5	50	42	40	75	45G

Tawdry toadstools that spew forth Sweet Breath, and are slathered in spores that can send foes to sleep.

They're so small because they're always mistaken for seats and sat on by fellow beasts every year at the monster AGM.

NORMAL DROP: belle cap (1/16)
★★★★★★☆

RARE DROP: fisticup (1/16)
★★★★★★☆

ACTIONS: attack, sleep attack, Sweet Breath
REGULAR HAUNTS: Eastern Coffinwell, Western Coffinwell

038 LOST SOUL — ELEMENTAL FAMILY

HP	MP	ATK	DEF	AGILITY	EXPER	GOLD CAR
62	10	32	32	70	96	40G

Self-destructive miseries of the monster realm that shy away from reality, only to implode self-importantly.

These wandering wretches would readily renounce their roaming and undo their disrepute. They long to happen upon happiness.

NORMAL DROP: holy water (1/8)
★★★★★★☆

RARE DROP: angel bell (1/64)
★★★☆☆☆☆

ACTIONS: attack, blown away (suicide attacks entire party), can't make up mind (misses turn)
REGULAR HAUNTS: Eastern Coffinwell (nighttime), Western Coffinwell (nighttime), the Quarantomb, grotto

039 FLYTHON — DRAGON FAMILY

HP	MP	ATK	DEF	AGILITY	EXPER	GOLD CAR
70	6	60	50	55	100	70G

Snakes with sail-like gills packed with potent poison, which they puff out in a venomous vapour. They hate whistlers.

Snake-spotters say that they spread their great gills and glide across the skies and over the seas on moonlit nights.

NORMAL DROP: snakeskin (1/16)
★★★★★★☆

RARE DROP: wing of bat (1/32)
★★★★☆☆☆

ACTIONS: attack, flee, Poison Breath
REGULAR HAUNTS: Eastern Stornway, Western Coffinwell

040 BADGER MAGER — BEAST FAMILY

HP	MP	ATK	DEF	AGILITY	EXPER	GOLD CAR
56	12	53	48	54	105	60G

Badgers who have begun the long journey on the Way of the Badja, but have only learnt one spell so far: Woosh.

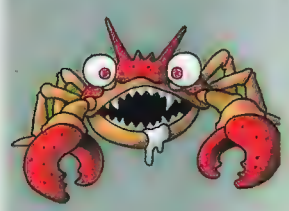
They undergo harsh, hundred-year apprenticeships with cobra cardinals, starting with wood-cutting and working their way up.

NORMAL DROP: moonwort bulb (1/16)
★★★★★★★

RARE DROP: magic beast hide (1/32)
★★★★★★★

ACTIONS: attack, Woosh
REGULAR HAUNTS: Eastern Coffinwell (leafy larrikin calls to battle), Western Coffinwell

041 CRABID — BUG FAMILY



HP	MP	ATK	DEF	AGILITY	EXPER	GOLD CAR
72	0	72	83	15	220	96G

They may look creepy, but these crabs are kind of cowardly, and call companions or cut and run quite quickly.

People think that clusters of crabids crawl the shores prowling for prey, but they're just pals out on a seaside stroll.

NORMAL DROP: tortoiseshell (1/16)
★★★★★★★

RARE DROP: crimson coral (1/64)
★★★★★★★

ACTIONS: attack, flee, calls for backup (crabid)
REGULAR HAUNTS: Western Coffinwell, Tywll Cave, Pluvi Isle (islet, nighttime), grotto

042 MEAN SPIRIT — ZOMBIE FAMILY

HP	MP	ATK	DEF	AGILITY	EXPER	GOLD CAR
65	8	55	40	62	99	66G

These soul-stealing minions of evil may be menacing, but their low defence lets them down.

Beware lone lights in the middle of the night. Smells like mean spirits fishing for friends to ferry to the realm of the dead...

NORMAL DROP: silk robe (1/16)
★★★★★★★

RARE DROP: pointy hat (1/128)
★★★★★★★

ACTIONS: attack, slices with scythe twice, Attack Attacker
REGULAR HAUNTS: Western Coffinwell (nighttime), the Quarantomb

043 MAGUS — HUMANOID FAMILY

HP	MP	ATK	DEF	AGILITY	EXPER	GOLD CAR
58	18	48	38	70	90	80G

Attacks exclusively with spells, including Fizzle, Woosh, and Magic Barrier, and lives in fear of light-based attacks.

Mortals who made a pledge of allegiance to a dastardly demon, and had their souls stolen by way of thanks.

NORMAL DROP: wizard's staff (1/64)
★★★★★★★

RARE DROP: magic water (1/128)
★★★★★★★

ACTIONS: attack, flee, Woosh, Fizzle, Wizard Ward
REGULAR HAUNTS: the Quarantomb, Newid Isle, grotto

044 MUMMY BOY — ZOMBIE FAMILY

HP	MP	ATK	DEF	AGILITY	EXPER	GOLD CAR
91	8	60	30	22	105	60G

Talented tacticians who focus on their more formidable foes first, and are reinforced against wind and darkness.

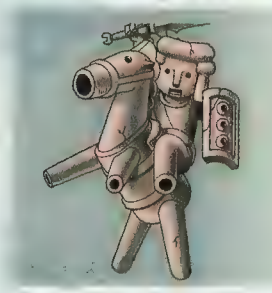
They always bring some spare bandages to bind any beauties they might bump into and want to bring back with them.

NORMAL DROP: grubby bandage (1/16)
★★★★★★★

RARE DROP: turban (1/64)
★★★★★★★

ACTIONS: attack, flee
REGULAR HAUNTS: the Quarantomb

045 EARTHENWARRIOR — MATERIAL FAMILY



HP	MP	ATK	DEF	AGILITY	EXPER	GOLD CAR
55	6	58	65	48	110	66G

Fiery-breathed pieces of highly protected pottery that fortify themselves even further with Kabuff.

Pottery paladins put in the graves of the great and good to guard them in the beyond, but soon grow bored and go AWOL.

NORMAL DROP: scale shield (1/32)
★★★★★★★

RARE DROP: soldier's sword (1/64)
★★★★★★★

ACTIONS: attack, Fire Breath, ties up with rope (target may become inactive), Kabuff
REGULAR HAUNTS: the Quarantomb, grotto

046 METAL SLIME — SLIME FAMILY

HP	MP	ATK	DEF	AGILITY	EXPER	GOLD CAR
4	∞	35	256	89	4096	20G

Those lucky enough to meet one of these and defeat it before it dashes off will find it a very rewarding experience.

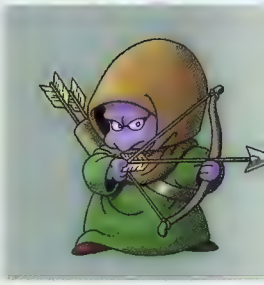
Warning: Ordinary oozes have recently been wrapping themselves in aluminium foil and masquerading as metal slimes.

NORMAL DROP: strong medicine (1/64)
★★★★★★★

RARE DROP: seed of life (1/256)
★★★★★★★

ACTIONS: attack, flee, Frizzle
REGULAR HAUNTS: the Quarantomb, Pluvi Isle (islet, daytime), Angel Falls area (high ground)

047 BODKIN BOWYER — HUMANOID FAMILY



HP	MP	ATK	DEF	AGILITY	EXPER	GOLD CAR
58	∞	58	52	56	112	62G

These expert archers specialise in troubling travellers with hails of well-aimed arrows.

The brown hoods of the bodkin bowyers mark them out as master marksmen, mightier than mere bodkin fletchers.

NORMAL DROP: leather hat (1/32)
★★★★★★★

RARE DROP: leather cape (1/64)
★★★★★★★

ACTIONS: attack, flee, Rain of Pain, calls for backup (bodkin bowyer)
REGULAR HAUNTS: Newid Isle, Newid Isle (southwest)

048 SLIME KNIGHT — SLIME FAMILY

HP	MP	ATK	DEF	AGILITY	EXPER	GOLD CAR
60	9	62	60	49	127	74G

An all-out attack is the only way to best these balanced battlers who use Helm Splitter and Heal.

Proud peacekeepers of the slime realm and paragons of chivalry, they protect the powerless and punish oppressors.

NORMAL DROP: slimedrop (1/16) ★★★★★★★

RARE DROP: iron broadsword (1/128) ★★★★★★★

ACTIONS: attack, Helm Splitter, Heal
REGULAR HAUNTS: Newid Isle, the Tower of Trades

049 CYCLOWN — ELEMENTAL FAMILY

HP	MP	ATK	DEF	AGILITY	EXPER	GOLD CAR
56	8	52	48	78	108	79G

Their whipping whirlwinds slice through enemies and stop wind attacks from working.

They turn heads with their hypnotic hurricanes and tempt people into their wicked world of whirling winds.

NORMAL DROP: glass frit (1/32) ★★★★★★★

RARE DROP: agility ring (1/128) ★★★★★★★

ACTIONS: attack, flee, Wind Sickles, Psyche Up
REGULAR HAUNTS: Newid Isle, Newid Isle (southwest)

050 BADBOON — BEAST FAMILY

HP	MP	ATK	DEF	AGILITY	EXPER	GOLD CAR
90	6	80	64	40	171	69G

Giant apes and lords of the jungle who store up their anger, then attack with full, explosive force.

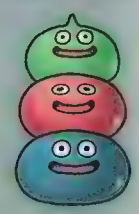
The one with the loudest War Cry wins the leadership, so every spring the forest comes alive with their cacophonous cries.

NORMAL DROP: magic beast hide (1/16) ★★★★★★★

RARE DROP: strong medicine (1/32) ★★★★★★★

ACTIONS: attack, flee, loses it and starts on target, Psyche Up, War Cry
REGULAR HAUNTS: Newid Isle, the Tower of Trades, Newid Isle (southwest)

051 SLIME STACK — SLIME FAMILY



HP	MP	ATK	DEF	AGILITY	EXPER	GOLD CAR
177	24	93	68	102	317	137G

You'd think three slimes would be better than one, but there's more bickering than battling with these touchy towers.

Trios of slimes with royal ambitions who banded together to become king slimes, but were too few to do so.

NORMAL DROP: slimedrop (1/8) ★★★★★★★

RARE DROP: slime earrings (1/32) ★★★★★★★

ACTIONS: attack, raining splats and blobs (attacks entire party), all aflutter (misses turn)
REGULAR HAUNTS: Newid Isle (three slime combine), the Tower of Trades (three slime combine), Pluvi Isle, etc.

052 MUDRAKER — ELEMENTAL FAMILY

HP	MP	ATK	DEF	AGILITY	EXPER	GOLD CAR
120	12	85	50	26	188	86G

These amorphous masses of mud toughen themselves with Kabuff, then set about throwing stones.

The souls of travellers who sink in sludge and become clumps of clay so they can try to slip and slither their slow way home.

NORMAL DROP: cowpat (1/16) ★★★★★★★

RARE DROP: mystifying mixture (1/128) ★★★★★★★

ACTIONS: attack, flee, Stone's Throw, Kabuff
REGULAR HAUNTS: Newid Isle, Newid Isle (southwest), Tywll Cave

053 MUSHROOM MAGE — PLANT FAMILY

HP	MP	ATK	DEF	AGILITY	EXPER	GOLD CAR
67	18	50	56	56	144	70G

Mean mushrooms who go round in groups endeavouring to make ice cubes out of adventurers with constant cold spells.

Cooled the once-warm area south of Alltrades Abbey with a century of Crack-casting 'til it became outright autumnal.

NORMAL DROP: belle cap (1/8) ★★★★★★★

RARE DROP: fisticup (1/8) ★★★★★★★

ACTIONS: attack, flee, Crack, Zam, Heal
REGULAR HAUNTS: the Tower of Trades, Newid Isle (high ground), the Lonely Coast (high ground), grotto

054 DRACKYMA — BIRD FAMILY

HP	MP	ATK	DEF	AGILITY	EXPER	GOLD CAR
52	10	58	58	70	145	74G

Be grateful that these dukes among drackies can't cast Kasnooze too — Snooze is more than enough of a nuisance.

Don't make drackies really mad — they might morph into the mighty yellow force for justice that is...DRACKYMA(N)!

NORMAL DROP: wing of bat (1/8) ★★★★★★★

RARE DROP: gold ring (1/64) ★★★★★★★

ACTIONS: attack, Snooze
REGULAR HAUNTS: Newid Isle (nighttime), the Tower of Trades, Newid Isle (southwest, nighttime), Bloomingdale (islet), Western Coffinwell (islet)

055 WALKING CORPSE — ZOMBIE FAMILY

HP	MP	ATK	DEF	AGILITY	EXPER	GOLD CAR
105	9	70	35	35	155	66G

These dogged dead bodies fixate on a foe and won't leave them alone. They may be brittle, but they're tough too.

They live by the saying, "tHe ROttEnEr tHE BeTtERer," and ensure that any mid-way manky remains are made fully foul.

NORMAL DROP: manky mud (1/8) ★★★★★★★

RARE DROP: strength ring (1/128) ★★★★★★★

ACTIONS: attack, poison attack, hair-raising attack
REGULAR HAUNTS: Newid Isle, the Tower of Trades, Newid Isle (southwest, nighttime)

056 JINKSTER — DEMON FAMILY

HP	MP	ATK	DEF	AGILITY	EXPER	GOLD CAR
60	11	50	60	78	127	80G

Smash these supportive spellcasters before they can bolster their buddies' Tension and tend to their wounds.

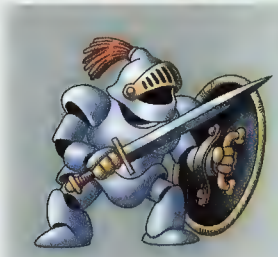
Court jesters of the monster realm, they make their way in the world by brown-nosing, but are laughed at behind their backs.

NORMAL DROP: magic water (1/32)
★★★★★★★

RARE DROP: pointy hat (1/64)
★★★★★★★

ACTIONS: attack, Bang, Caduceus, Egg On
REGULAR HAUNTS: the Tower of Trades, Newid Isle (southwest), grotto

057 RESTLESS ARMOUR — MATERIAL FAMILY



HP	MP	ATK	DEF	AGILITY	EXPER	GOLD CAR
100	12	95	97	63	324	120G

Chivalrous champions who like to fight fair and square. Beware the Tension-trashing Morale Masher.

Suits of armour that have soaked up sorrowful swordsmen's souls. Healslime helpers make them hard to hurt.

NORMAL DROP: iron broadsword (1/64)
★★★★★★★

RARE DROP: iron armour (1/128)
★★★★★★★

ACTIONS: attack, Morale Masher, calls for backup (healslime)
REGULAR HAUNTS: the Tower of Trades, Dourbridge area, Lonely Plains, grotto

058 KNOCKTOPUS — AQUATIC FAMILY

HP	MP	ATK	DEF	AGILITY	EXPER	GOLD CAR
75	8	68	60	51	162	64G

Death spells work well on these awkward octopuses, which shower their enemies with skyborne spikes.

They're very humane at heart, and have made it their mission to tear up any trawler nets they find and free the fish within.

NORMAL DROP: magic beast horn (1/16)
★★★★★★★

RARE DROP: crimson coral (1/32)
★★★★★★★

ACTIONS: attack, flee, squirts ink (target may become inactive), spray of spikes (attacks entire party)
REGULAR HAUNTS: Tywll Cave, the Slurry Coast, Ocean 1, grotto

059 CHIMAERA — BIRD FAMILY

HP	MP	ATK	DEF	AGILITY	EXPER	GOLD CAR
75	9	70	72	86	180	89G

Beastly, burning-breathed birds who are almost impervious to fire, but are taken aback by ice attacks.

Their wings are a valued commodity, and shopkeepers are regularly singed to a cinder in search of fresh stock.

NORMAL DROP: chimaera wing (1/8)
★★★★★★★

RARE DROP: flurry feather (1/32)
★★★★★★★

ACTIONS: attack, Fire Breath
REGULAR HAUNTS: Tywll Cave, the Slurry Coast (daytime), grotto

060 SALAMARAUDER — AQUATIC FAMILY

HP	MP	ATK	DEF	AGILITY	EXPER	GOLD CAR
80	8	75	67	70	171	74G

These piratical pests freeze foes with their breath, and evade attacks while summoning support.

They're wooper troopers who set sail on a new career after a meddlesome king told them that now is the new dawn of piracy.

NORMAL DROP: emerald moss (1/16)
★★★★★★★

RARE DROP: iron shield (1/64)
★★★★★★★

ACTIONS: attack, Cool Breath, ready to dodge any attack, calls for backup (salamarauder)
REGULAR HAUNTS: Tywll Cave, the Slurry Coast, Ocean 1, grotto

061 MAN O' WAR — AQUATIC FAMILY

HP	MP	ATK	DEF	AGILITY	EXPER	GOLD CAR
70	10	72	68	80	200	72G

Slippery squid with tentacles that leave foes transfixed, they travel together to try to send seafarers to Davy Jones' locker.

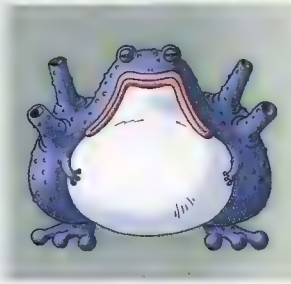
They get annoyed if anyone interferes when they're staring serenely out to sea with their tentacles trailing in the breeze.

NORMAL DROP: moonwort bulb (1/16)
★★★★★★★

RARE DROP: softwort (1/32)
★★★★★★★

ACTIONS: attack, flee, paralyse attack, calls for backup (man o' war)
REGULAR HAUNTS: Tywll Cave, Ocean 1

062 MORTOAD — AQUATIC FAMILY



HP	MP	ATK	DEF	AGILITY	EXPER	GOLD CAR
140	10	80	70	48	290	90G

Hopping powder kegs with a whole heap of heavy artillery. Keep a particular eye out for the sickening Snot Shot.

Their mountain-shaped mouths are meant to be marvellous omens, and are treasured by travellers as goodwill gifts.

NORMAL DROP: toad oil (1/8)
★★★★★★★

RARE DROP: manky mud (1/32)
★★★★★★★

ACTIONS: attack, Toadent Missile, Snot Shot, assessing the situation (misses turn)
REGULAR HAUNTS: Tywll Cave, the Slurry Coast, Western Coffinwell (islet, daytime), grotto

063 DREAD ADMIRAL — BUG FAMILY

HP	MP	ATK	DEF	AGILITY	EXPER	GOLD CAR
76	9	75	76	80	192	80G

Swat these big, brutish butterflies before they swarm all over the battlefield and paralyse everyone with Burning Breath.

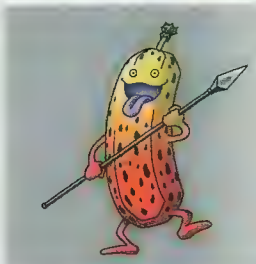
Seen from behind, they're beautiful butterflies, but flip them around and you'll find they're far from fair of face.

NORMAL DROP: butterfly wing (1/8)
★★★★★★★

RARE DROP: coagulant (1/64)
★★★★★★★

ACTIONS: attack, flee, paralyse attack, Burning Breath
REGULAR HAUNTS: the Slurry Coast, grotto

064 ZUMEANIE — PLANT FAMILY



HP	MP	ATK	DEF	AGILITY	EXPER	GOLD CAR
85	9	82	80	62	212	104G

Trop-pickle vegetables, ripened in the sun, and unable to cope with icy conditions. Can confuse with their spinning spears.

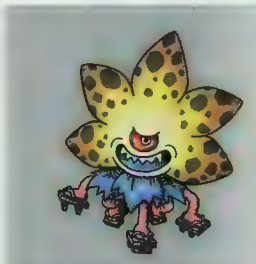
Went away to warmer climes and couldn't bring themselves to leave. They settled there, and the sun stained them scarlet.

NORMAL DROP: strong medicine (1/16)
★★★★★★★★

RARE DROP: long spear (1/128)
★★★★★★★★

ACTIONS: attack, flee, confuse attack, Psyche Up
REGULAR HAUNTS: the Slurry Coast, Dourbridge area

065 BUD BROTHER — PLANT FAMILY



HP	MP	ATK	DEF	AGILITY	EXPER	GOLD CAR
65	6	68	55	90	100	62G

They like to bring buddies into battle to beef up the bloodshed, or (if they're feeling inferior) they'll beckon forth a badja.

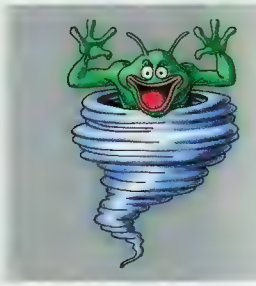
They rustle 'round the forest, kicking up clumps of fallen foliage and attacking adventurers who interrupt them.

NORMAL DROP: superior medicine (1/32)
★★★★★★★★

RARE DROP: softwort (1/64)
★★★★★★★★

ACTIONS: attack, calls for backup (bud brother), calls for backup (badja)
REGULAR HAUNTS: the Slurry Coast

066 SPINCHILLA — AQUATIC FAMILY



HP	MP	ATK	DEF	AGILITY	EXPER	GOLD CAR
126	30	88	78	96	300	112G

They ride atop a raging torrent, spinning their bodies to cast Crackle, and swirling like a stormy sea to evade attack.

They're sea spirits who sit inside their twisting aquatic tornadoes trying to turn travellers into so many tons of tundra.

NORMAL DROP: seashell (1/16)
★★★★★★★★

RARE DROP: crimson coral (1/32)
★★★★★★★★

ACTIONS: attack, Crack, Psyche Up
REGULAR HAUNTS: the Slurry Coast, Dourbridge area (nighttime), the Lonely Coast, Ocean 1 and Ocean 2, grotto

067 BEWAREWOLF — BEAST FAMILY

HP	MP	ATK	DEF	AGILITY	EXPER	GOLD CAR
87	∞	83	89	77	225	98G

It's best to bash these baddies quickly, as their Tension is turned up a notch every time they take damage.

They've come out of retirement to show the poser pups of today that the coolest course is to shut up and get the job done.

NORMAL DROP: magic beast hide (1/16)
★★★★★★★★

RARE DROP: iron claws (1/64)
★★★★★★★★

ACTIONS: attack, flee, Mercurial Thrust, Feel the Burn
REGULAR HAUNTS: the Slurry Coast, Dourbridge area, grotto

068 CLAWCERER — BEAST FAMILY

HP	MP	ATK	DEF	AGILITY	EXPER	GOLD CAR
75	17	75	75	81	212	104G

First-rate feline mages who can addle with Dazzle, and whose long tails aren't just for show.

When meowgicians eat up all their fish like good kitties, Omeowga 3 oils make them brainier, and they become clawcerers.

NORMAL DROP: kitty litter (1/32)
★★★★★★★★

RARE DROP: staff of sentencing (1/128)
★★★★★★★★

ACTIONS: attack, Bang, Kaboom, Dazzle
REGULAR HAUNTS: Dourbridge area, Lonely Plains

069 RAMPAGE — BEAST FAMILY

HP	MP	ATK	DEF	AGILITY	EXPER	GOLD CAR
100	12	80	80	60	224	114G

Barbaric blue sheep that sap foes' speed with Deceleratle, then smash into them as soon as they see them sagging.

Chimaeras and clockwork cuckoos congregate in their cozy coats to weather out wintry nights.

NORMAL DROP: lambswool (1/8)
★★★★★★★★

RARE DROP: magic beast horn (1/64)
★★★★★★★★

ACTIONS: attack, flee, loses it and starts on target, Psyche Up, Deceleratle
REGULAR HAUNTS: Dourbridge area, Lonely Plains, grotto

070 BEAKON — BIRD FAMILY

HP	MP	ATK	DEF	AGILITY	EXPER	GOLD CAR
65	9	68	65	68	153	78G

Barbaric birds that attack twice with deadly drumsticks and cry cacophonously to creep out foes and call forth friends.

They evolved from big birds that swooped down from the skies to settle on the land, and had no further need of their wings.

NORMAL DROP: chimaera wing (1/16)
★★★★★★★★

RARE DROP: clogs (1/32)
★★★★★★★★

ACTIONS: attack, flee, War Cry, calls for backup (beakon)
REGULAR HAUNTS: Lonely Plains

071 MAD MOAI — MATERIAL FAMILY

HP	MP	ATK	DEF	AGILITY	EXPER	GOLD CAR
125	0	100	125	9	350	120G

Stern statues that flatten foes with their breathtaking bulk and blind them with blasts of light.

The first mega moai was made when a mad old mystic sculpted a statue of himself that soaked up some sorcery and sprang to life.

NORMAL DROP: royal soil (1/16)
★★★★★★★★

RARE DROP: flintstone (1/128)
★★★★★★★★

ACTIONS: attack, squishes party under great weight, Dazzleflash
REGULAR HAUNTS: Lonely Plains, the Heights of Loneliness, grotto

072 TRIGERTAUR — BEAST FAMILY

HP	MP	ATK	DEF	AGILITY	EXPER	GOLD CAR
100	12	98	100	85	350	136G

Intimidating enemies who damage defence with Sap, then take foes to task with their tridents. Whistle to really rile them.

Created when top-flight tiger knights merged with their mounts to make themselves faster on the field of battle.

NORMAL DROP: magic beast hide (1/8)
★★★★★★½

RARE DROP: holy lance (1/128)
★★½☆☆☆☆

ACTIONS: attack, Party Pooper, Sap, being provocative (misses turn)
REGULAR HAUNTS: Lonely Plains (nighttime), Bloomingdale, grotto

073 GRINADE — MATERIAL FAMILY

HP	MP	ATK	DEF	AGILITY	EXPER	GOLD CAR
75	0	77	103	67	288	86G

These suspiciously sprightly stones merrily maul opponents, beaming all the while, and bring their boulder buddies into battle.

Although rough and ready in their younger years, the hard edges wear off with time, and most make well-rounded adults.

NORMAL DROP: rockbomb shard (1/16)
★★★★★★½

RARE DROP: flintstone (1/64)
★★★½☆☆☆

ACTIONS: attack, launches attack, Psyche Up, grins maliciously (misses turn)
REGULAR HAUNTS: the Heights of Loneliness

074 TOXIC ZOMBIE — ZOMBIE FAMILY

HP	MP	ATK	DEF	AGILITY	EXPER	GOLD CAR
150	10	82	35	32	270	100G

Flatten these foetid foes with fire and light spells before they blight body and mind with their filthy fingernails and foul breath.

They slither up slowly from beneath poisonous ponds to take hold of travellers and drag them down into the dank depths.

NORMAL DROP: manky mud (1/16)
★★★★★★½

RARE DROP: boomer briefs (1/64)
★★★½☆☆☆

ACTIONS: attack, poison attack, Poison Breath
REGULAR HAUNTS: Dourbridge area (nighttime), Lonely Plains (nighttime), the Heights of Loneliness, grotto

075 METAL SLIME KNIGHT — SLIME FAMILY

HP	MP	ATK	DEF	AGILITY	EXPER	GOLD CAR
46	8	82	140	80	305	82G

Well-rounded warriors who are battle naturals, and can attack twice in one turn with their falcon-like fleetness.

Although captive metal slimes might seem like easy experience, they get caught because they're the least experienced ones.

NORMAL DROP: light shield (1/64)
★★★½☆☆☆

RARE DROP: iron helmet (1/128)
★★½☆☆☆☆

ACTIONS: attack, flee, Falcon Slash
REGULAR HAUNTS: the Heights of Loneliness, grotto

076 HOCUS CHIMAERA — BIRD FAMILY

HP	MP	ATK	DEF	AGILITY	EXPER	GOLD CAR
80	12	80	80	86	288	126G

Blazing-breathed mountain birds of the chimaera family who are tough against fire, and may lay some good eggstras when licked.

Their sepia tone puts people in misty-eyed mind of yesteryear, but they themselves are young, dumb, and full of fun.

NORMAL DROP: chimaera wing (1/16)
★★★★★½☆

RARE DROP: prayer ring (1/128)
★★½☆☆☆☆

ACTIONS: attack, fierce fire, Midheal
REGULAR HAUNTS: the Heights of Loneliness, Bloomingdale (islet), the Djust Desert, grotto

077 TREEFACE — PLANT FAMILY

HP	MP	ATK	DEF	AGILITY	EXPER	GOLD CAR
95	12	83	78	63	315	102G

These troublesome trees lower MP with Weird Dance and can cure with the medicinal herbs that blossom in their branches.

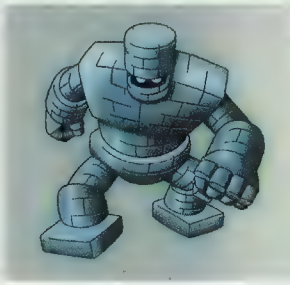
They often hide in the forest so they can pounce on and punish people who think it's clever to carve their initials into trees.

NORMAL DROP: strong medicine (1/32)
★★★★½☆☆

RARE DROP: strong antidote (1/64)
★★★½☆☆☆

ACTIONS: attack, flee, Weird Dance, medicinal herb
REGULAR HAUNTS: the Heights of Loneliness, the Lonely Coast, grotto

078 STONE GOLEM — MATERIAL FAMILY



HP	MP	ATK	DEF	AGILITY	EXPER	GOLD CAR
156	0	104	130	55	400	126G

They protect their pals with their bulky bodies, and brush off bog-standard blows with ease. Hit them hard or not at all.

The rock blocks of a ruined temple absorbed an evil aura and assembled to form the first stone golem.

NORMAL DROP: flintstone (1/16)
★★★★★★½

RARE DROP: resurrock (1/128)
★★½☆☆☆☆

ACTIONS: attack, Forbearance, Psyche Up
REGULAR HAUNTS: the Heights of Loneliness, Bloomingdale, Bloomingdale (islet), grotto

079 GUM SHIELD — HUMANOID FAMILY

HP	MP	ATK	DEF	AGILITY	EXPER	GOLD CAR
80	∞	80	101	82	226	108G

Be extra careful what you send this monster's way—you might find it coming right Back Atcha.

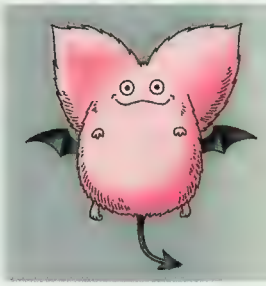
Luckily for them, the sheer scale of their faces forces the eyes to focus on size rather than sex appeal.

NORMAL DROP: light shield (1/64)
★★★½☆☆☆

RARE DROP: iron broadsword (1/128)
★★½☆☆☆☆

ACTIONS: attack, defend, Back Atcha
REGULAR HAUNTS: Bloomingdale, grotto

080 PINK SANGUINI — DEMON FAMILY



HP	MP	ATK	DEF	AGILITY	EXPER	GOLD CAR
85	9	85	92	104	236	112G

Sanguinis who have cast off their cowskin kiddie coats for pink adolescent pelts. They love to have travellers for tea!

Although adolescents, they're far from fully fledged. Ahh, if only they could stay like this forever…

NORMAL DROP: moonwort bulb (1/16) ★★★★★★★

RARE DROP: nectar (1/32) ★★★★★★★

ACTIONS: attack, flee, goes for jugular (can finish target off)
REGULAR HAUNTS: Bloomingdale, grotto

081 SCAREWOLF — BEAST FAMILY

HP	MP	ATK	DEF	AGILITY	EXPER	GOLD CAR
102	32	94	105	87	325	126G

They're not just razor-taloned terrors, their tension also increases every time they're attacked. Handle with care.

They bring out their eye colour by accessorising matched grey boots and mini-dresses with striking blue belts.

NORMAL DROP: magic beast hide (1/8) ★★★★★★★

RARE DROP: sacred claws (1/64) ★★★★★★★

ACTIONS: attack, flee, slashes with claws, War Cry, Feel the Burn
REGULAR HAUNTS: Bloomingdale, Bloomingdale (islet), the Lonely Coast, grotto

082 BIG BADBOON — BEAST FAMILY

HP	MP	ATK	DEF	AGILITY	EXPER	GOLD CAR
147	8	106	74	62	420	96G

Swirling whirlwinds of unstoppable power. If they call on a friend, prepare for the end!

Dwelling in the dank depths of the forest makes a mossy mess of their fur, but fresh, fragrant flowers also flourish there.

NORMAL DROP: magic beast hide (1/8) ★★★★★★★

RARE DROP: strength ring (1/128) ★★★★★★★

ACTIONS: attack, flee, vigorous attack, Psyche Up, call for backup (big badboon)
REGULAR HAUNTS: Bloomingdale, grotto

083 MEDISLIME — SLIME FAMILY

HP	MP	ATK	DEF	AGILITY	EXPER	GOLD CAR
82	20	82	80	70	300	110G

Monsters are always made up to see these support slimes' yellow faces when they turn up to tend them with Midheal.

In a bid to be the best-beloved of beasts, they make a meal of healing, mending with Midheal when Heal will do.

NORMAL DROP: strong medicine (1/16) ★★★★★★★

RARE DROP: slimedrop (1/32) ★★★★★★★

ACTIONS: attack, flee, Midheal
REGULAR HAUNTS: the Bad Cave, Gerzuun (infernal armour calls to battle), Angel Falls area (high ground)

084 SHAMAN — HUMANOID FAMILY

HP	MP	ATK	DEF	AGILITY	EXPER	GOLD CAR
90	33	76	64	90	290	134G

Fearsome fiends who launch a weird light to weaken foes against spells, then maul them with all manner of magic.

Bishops who bargained away their souls to become beasts, they seek out travellers to use as sacrifices to their masters.

NORMAL DROP: magical robes (1/64) ★★★★★★★

RARE DROP: ultramarine mittens (1/64) ★★★★★★★

ACTIONS: attack, Bang, Fizzle, Snooze, Spooky Aura, Kabuff
REGULAR HAUNTS: the Bad Cave

085 WEAKEN BEAKON — BIRD FAMILY

HP	MP	ATK	DEF	AGILITY	EXPER	GOLD CAR
78	10	72	90	88	266	88G

They love to cast Kasap then come back for a second attack with their big old beaks. Freeze them out if you can.

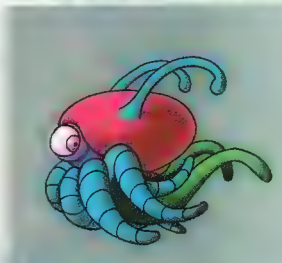
The daycare workers of the monster kingdom, they hang upside-down from trees and let baby beasties swing on them.

NORMAL DROP: flurry feather (1/16) ★★★★★★★

RARE DROP: crow's claws (1/128) ★★★★★★★

ACTIONS: attack, Kasap
REGULAR HAUNTS: the Bad Cave, grotto

086 RAVING LUNATICK — BUG FAMILY



HP	MP	ATK	DEF	AGILITY	EXPER	GOLD CAR
85	21	86	100	90	310	98G

They banish their enemies to the underworld by zapping them with Zammle. Weak against light due to their shady origins.

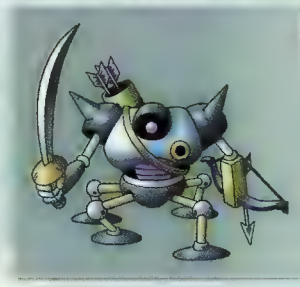
Raised on a diet of darkness in a world without light, they were once regular lunaticks, but mutated after overdosing on evil.

NORMAL DROP: thorn whip (1/32) ★★★★★★★

RARE DROP: strong antidote (1/64) ★★★★★★★

ACTIONS: attack, flee, Zam, Zammle, Midheal
REGULAR HAUNTS: the Bad Cave, Bloomingdale (islet), grotto

087 HUNTER MECH — MACHINE FAMILY



HP	MP	ATK	DEF	AGILITY	EXPER	GOLD CAR
95	5	95	110	100	450	144G

Robotic seekers of little metal blobs that don't take kindly to adventurers trying to poach their prey.

If one of these metal-hunting mechanical marauders is nearby, surely its mark can't be far off…

NORMAL DROP: iron ore (1/32) ★★★★★★★

RARE DROP: hunter's bow (1/64) ★★★★★★★

ACTIONS: attack, bow attack, Attack Attacker, violent slashing attack
REGULAR HAUNTS: the Bad Cave, Pluvi Isle (daytime), Hermany (high ground, nighttime), grotto, etc.

088 RIPTIDE — AQUATIC FAMILY

HP	MP	ATK	DEF	AGILITY	EXPER	GOLD CAR
102	18	102	105	105	540	156G

They hit back with Whack at survivors of Thunder Slash or Roundaclout. Be canny and keep them from casting Midheal.

Rumour has it that they're salamarauders who trained so intensely that they turned into tough guys.

NORMAL DROP: dragon scale (1/32)
RARE DROP: razor claws (1/64)

ACTIONS: attack, slashes with claws, spin attack (attacks entire party), Thunder Slash, Midheal, Whack
REGULAR HAUNTS: the Bad Cave, Ocean 2, grotto

089 METAL MEDLEY — SLIME FAMILY

HP	MP	ATK	DEF	AGILITY	EXPER	GOLD CAR
6	∞	70	256	135	12288	60G

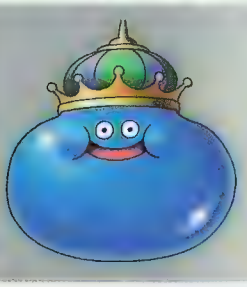
A towering team of titanium tykes who can combine their clout to cast Kerfrizz.

Some say that the stout slime playing the supporting role in the stack is made of steel instead of the standard metal slime stuff.

NORMAL DROP: slimedrop (1/8)
RARE DROP: mythril ore (1/128)

ACTIONS: attack, flee, Kerfrizz
REGULAR HAUNTS: the Bad Cave, the Lonely Coast (nighttime), the Magmaroo, Angel Falls area (high ground), grotto

090 KING SLIME — SLIME FAMILY



HP	MP	ATK	DEF	AGILITY	EXPER	GOLD CAR
245	32	136	95	75	600	164G

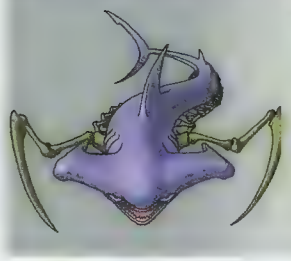
These superior slimes ooze authority, bringing their bulk to bear on opponents and mending mates with Multiheal.

They're built when bands of blobby buddies stick together to find strength in numbers.

NORMAL DROP: slimedrop (1/8)
RARE DROP: slime crown (1/256)

ACTIONS: attack, heavy attack, smothers target, Multiheal, assessing the situation (misses turn)
REGULAR HAUNTS: Bloomingdale (eight slime combine), Pluvi Isle (islet, daytime), Angel Falls area (high ground), etc.

091 CLAW HAMMER — AQUATIC FAMILY



HP	MP	ATK	DEF	AGILITY	EXPER	GOLD CAR
98	9	108	90	90	432	126G

Giant sharks that topple enemies with Trip of a Deathtime, then hit them while they're down. Strong against ice magic.

Their cruel claws have scuppered so many ships that sailors are more scared of them than they are of storms.

NORMAL DROP: magic beast horn (1/16)
RARE DROP: tough guy tattoo (1/128)

ACTIONS: attack, Trip of a Deathtime
REGULAR HAUNTS: Ocean 1 and Ocean 2, the Lonely Coast, grotto

092 SHOCKTOPUS — MACHINE FAMILY

HP	MP	ATK	DEF	AGILITY	EXPER	GOLD CAR
75	0	85	156	90	375	144G

Betentacled terrors that are immune to poison, paralysis, and sleep, Whack them silly before they launch a Spike Strike.

Explosive octopuses assembled in the underworld. The smooth movement of their many legs is ludicrously lifelike.

NORMAL DROP: magic beast horn (1/16)
RARE DROP: iron nails (1/32)

ACTIONS: attack, blown away (suicide attacks entire party), spray of spikes (attacks entire party)
REGULAR HAUNTS: Ocean 2, the Djust Desert (northwest islet), grotto

093 AXOLHOTL — AQUATIC FAMILY

HP	MP	ATK	DEF	AGILITY	EXPER	GOLD CAR
92	8	90	100	83	360	104G

Nihilistic, flame-retardant desert warriors that use Flame Slash and Flame Breath, and are experts on Selflessness.

Their radiantly sun-kissed skin is a real hit with the ladies, but these dedicated swordsmen don't have time for dating.

NORMAL DROP: iron helmet (1/32)
RARE DROP: cautery sword (1/64)

ACTIONS: attack, Fire Breath, Flame Slash, Selflessness
REGULAR HAUNTS: Bloomingdale (nighttime), Ocean 2, the Djust Desert, the Djust Desert (northwest islet), grotto

094 PARCHED PECKEREL — BIRD FAMILY

HP	MP	ATK	DEF	AGILITY	EXPER	GOLD CAR
101	9	93	98	99	405	108G

Known as "sandstreakers" for their insane speed, which is augmented with Acceleratle, and supplemented with sleep attacks.

Evolved when an ostrich was so captivated by a cobra that it copied its every quality and became a new breed of bird.

NORMAL DROP: kitty litter (1/32)
RARE DROP: glass frit (1/64)

ACTIONS: attack, flee, sleep attack, Acceleratle
REGULAR HAUNTS: the Djust Desert, the Djust Desert (northwest islet)

095 POWER HAMMER — AQUATIC FAMILY

HP	MP	ATK	DEF	AGILITY	EXPER	GOLD CAR
110	7	85	105	100	450	168G

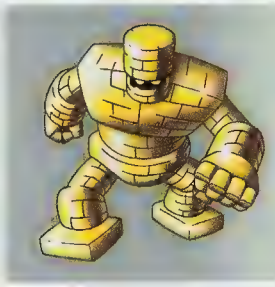
Not content just to be strong, they get tough with Kabuff, then try to get critical. Watch out for their Sandstorm strikes.

Desert predators, they sit silently beneath the sands masking their scent, then pounce when prey approaches.

NORMAL DROP: glass frit (1/32)
RARE DROP: kitty litter (1/64)

ACTIONS: attack, critical hit, cloud of sand (blinds entire party), Kabuff
REGULAR HAUNTS: the Lonely Coast, the Djust Desert, the Djust Desert (northwest islet), grotto

096 GOLD GOLEM — MATERIAL FAMILY



HP	MP	ATK	DEF	AGILITY	EXPER	GOLD CAR
250	0	136	130	77	414	505G

Heavyweights who save up their strength, then hit hard. But if you beat them, you might just break the bank.

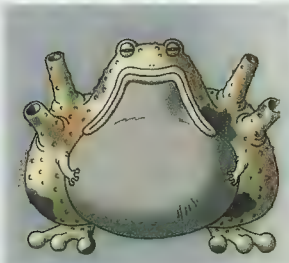
Some say that the storied city of gold said to stand somewhere at the Djust Desert is only a gold golem seen through a heat haze.

NORMAL DROP: gold ring (1/32) ★★★★★★★

RARE DROP: Gleeban gold piece (1/256) ★★★★★★★

ACTIONS: attack, Psyche Up
REGULAR HAUNTS: the Djust Desert, grotto

097 EXPLOAD — BEAST FAMILY



HP	MP	ATK	DEF	AGILITY	EXPER	GOLD CAR
142	10	102	116	64	522	146G

Slow they may be, but their heavy weapons, in particular their ribbit launchers, are the terror of travellers everywhere.

Toad tanks dressed in drab for desert warfare. They work like well-oiled machines thanks to magnificent maintenance.

NORMAL DROP: toad oil (1/8) ★★★★★★★

RARE DROP: bow tie (1/64) ★★★★★★★

ACTIONS: attack, fierce fire, Ribbit Launcher
REGULAR HAUNTS: the Djust Desert, grotto

098 MUMMY — ZOMBIE FAMILY

HP	MP	ATK	DEF	AGILITY	EXPER	GOLD CAR
138	12	112	80	66	455	96G

They envy the living, and torment them tirelessly. Their terrifying attacks may also sap tension, so take due care.

Reanimated retainers who have returned to revenge themselves on the regent who ruled that they be buried alive beside him.

NORMAL DROP: grubby bandage (1/8) ★★★★★★★

RARE DROP: malicite (1/256) ★★★★★★★

ACTIONS: attack, flee, hair-raising attack
REGULAR HAUNTS: the Djust Desert (nighttime), the plumbed depths, grotto

099 ADMIRER — ELEMENTAL FAMILY

HP	MP	ATK	DEF	AGILITY	EXPER	GOLD CAR
120	16	102	85	75	440	168G

Monsters made of amorphous goo that are best subdued with spells. Try frying or freezing them for the best results.

Their green bodies are apparently the result of being raised by bubble slimes after misplacing their parents.

NORMAL DROP: lava lump (1/32) ★★★★★★★

RARE DROP: corundum (1/64) ★★★★★★★

ACTIONS: attack, Blunt, Defend
REGULAR HAUNTS: the plumbed depths, grotto

100 LESIONNAIRE — ZOMBIE FAMILY

HP	MP	ATK	DEF	AGILITY	EXPER	GOLD CAR
99	9	106	115	99	410	100G

Lay into these bags of bones with light attacks before they pump you full of poison or mash you with a Mercurial Thrust.

Stinking skeletons, dead set on destruction. They were summoned back from the depths of hell to serve as soldiers.

NORMAL DROP: gold rosary (1/16) ★★★★★★★

RARE DROP: iron cuirass (1/64) ★★★★★★★

ACTIONS: attack, flee, poison attack, Mercurial Thrust
REGULAR HAUNTS: the plumbed depths, grotto

101 DIETHON — DRAGON FAMILY

HP	MP	ATK	DEF	AGILITY	EXPER	GOLD CAR
109	10	104	108	102	432	110G

These sickening snakes are immune to poison, can vomit up a Venom Mist, and run at the sight of superior strength.

Superstition says to take three steps back and set off somewhere else if a diethon crosses your path at night.

NORMAL DROP: snakeskin (1/8) ★★★★★★★

RARE DROP: wing of bat (1/16) ★★★★★★★

ACTIONS: attack, flee, Venom Mist
REGULAR HAUNTS: Western Coffinwell (islet), the plumbed depths, grotto

102 PURRESTIDIGITATOR — BEAST FAMILY

HP	MP	ATK	DEF	AGILITY	EXPER	GOLD CAR
96	30	84	110	102	423	126G

No cats on a hot tin roof, these fearless, peerless, fire-loving felines enjoy frying foes with Frizzle.

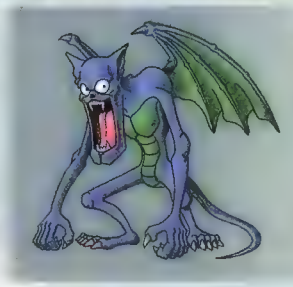
They think it right and purroper that cats so comely, clever, and charismatic should have such an impurressive name.

NORMAL DROP: kitty litter (1/8) ★★★★★★★

RARE DROP: Stolos' staff (1/256) ★★★★★★★

ACTIONS: attack, Frizzle, Zammle, Fizzle, washes face (misses turn)
REGULAR HAUNTS: the Lonely Coast (daytime), the plumbed depths, grotto

103 MANGUINI — DEMON FAMILY



HP	MP	ATK	DEF	AGILITY	EXPER	GOLD CAR
108	11	112	114	117	477	126G

They rake their vicious claws through enemies with glee, and make use of their slim stature to sidestep strikes.

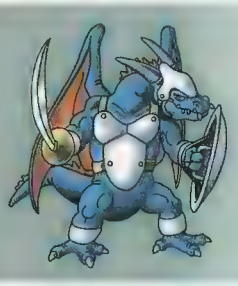
Their chins get longer and longer with age until, when they finally touch the ground, it's time for the manguini to meet its maker.

NORMAL DROP: wing of bat (1/8) ★★★★★★★

RARE DROP: terrible tattoo (1/32) ★★★★★★★

ACTIONS: attack, slashes with claws, Flailing Nails
REGULAR HAUNTS: the plumbed depths, Hermany, grotto

104 MANDRAKE MAJOR — DRAGON FAMILY



HP	MP	ATK	DEF	AGILITY	EXPER	GOLD CAR
107	16	98	107	87	510	128G

These reptilian raiders love to enhance their attacks with Oomph, then show off their razor-sharp sword skills.

Obsessed with swordplay, they thrive on blade battles, and keep their swords and skills sharp by slicing up travellers.

NORMAL DROP: dragon scale (1/16)
★★★★★★★

RARE DROP: heavy armour (1/128)
★★★★★★★

ACTIONS: attack, Oomph
REGULAR HAUNTS: Pluvi Isle, Urdus Marshland, Hermany, grotto

105 SCOURGETTE — PLANT FAMILY

HP	MP	ATK	DEF	AGILITY	EXPER	GOLD CAR
96	20	90	98	81	500	130G

These veteran vegetables are very versatile, and can batter with Boom or resurrect perished pals with Zing.

The white design on their bellies is the mark of a misspent youth. It seemed like a good idea once, but now they're not so sure.

NORMAL DROP: rockbomb shard (1/32)
★★★★★★★

RARE DROP: long spear (1/128)
★★★★★★★

ACTIONS: attack, Bang, Zing, assessing the situation (misses turn)
REGULAR HAUNTS: Pluvi Isle (nighttime), Hermany, Snowberian coast, Eastern Wormwood, Western Wormwood, grotto, etc.

106 WYRTLE — DRAGON FAMILY

HP	MP	ATK	DEF	AGILITY	EXPER	GOLD CAR
105	0	105	150	47	600	116G

Hurtful turtles that like to frazzle foes with Flame Breath. Watch out for their critical attacks and hellish shells.

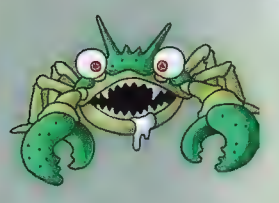
Turtles become wyrtles by eating the meat of a dragon god, but must live a thousand long years before doing so.

NORMAL DROP: tortoiseshell (1/8)
★★★★★★★

RARE DROP: dragon scale (1/16)
★★★★★★★

ACTIONS: attack, critical hit, fierce fire, retreat into shell
REGULAR HAUNTS: Pluvi Isle, Urdus Marshland, Hermany

107 CRABBER DABBER DOO — AQUATIC FAMILY



HP	MP	ATK	DEF	AGILITY	EXPER	GOLD CAR
112	7	115	121	78	670	118G

Cruel crabs who toughen up with Kabuff, then strike with their sizeable claws. Not too troubled by earth attacks.

Never too full to turn down a feed, the thought of feasting on freshly fallen adventurers sets them salivating salaciously.

NORMAL DROP: seashell (1/16)
★★★★★★★

RARE DROP: poison moth knife (1/64)
★★★★★★★

ACTIONS: attack, Kabuff
REGULAR HAUNTS: the Slurry Coast, Pluvi Isle (islet, nighttime), Urdus Marshland, Hermany, grotto

108 BADJA — BEAST FAMILY

HP	MP	ATK	DEF	AGILITY	EXPER	GOLD CAR
105	20	98	101	104	570	144G

Pure-hearted masters of the mighty Way of the Badja, they evade blows with a mysterious mist, and foil magic with Fizzle.

Badjas are entrusted with the scroll detailing the art of evasion when they grow old enough to leave the ninja village.

NORMAL DROP: magic beast hide (1/8)
★★★★★★★

RARE DROP: special medicine (1/64)
★★★★★★★

ACTIONS: attack, Swoosh, conceals itself (increases evasion rate), Fizzle
REGULAR HAUNTS: the Slurry Coast (bud brother calls to battle), the Djust Desert (northeast islet), Urdus Marshland, etc.

109 GIDDY GASTROPOG — BUG FAMILY

HP	MP	ATK	DEF	AGILITY	EXPER	GOLD CAR
90	15	104	140	50	580	100G

Strange snails that are fond of Fuddle. They're darned durable, and entirely untouchable when they shrink into their shells.

They have to watch their backs constantly, as gastropogs are always trying to pinch their slightly snazzier shells.

NORMAL DROP: toad oil (1/8)
★★★★★★★

RARE DROP: silver bracelets (1/64)
★★★★★★★

ACTIONS: attack, Fuddle, retreat into shell
REGULAR HAUNTS: Pluvi Isle, Pluvi Isle (islet), Urdus Marshland, grotto

110 TREEVIL — PLANT FAMILY

HP	MP	ATK	DEF	AGILITY	EXPER	GOLD CAR
111	14	101	101	99	600	106G

They keep Yggdrasil leaves concealed in their canopies to bring back their buddies. Fry them with fire fast.

They love a party, and enjoy nothing more than standing in a big circle of a hundred or so friends doing the Weird Dance.

NORMAL DROP: superior medicine (1/16)
★★★★★★★

RARE DROP: coagulant (1/64)
★★★★★★★

ACTIONS: attack, flee, Weird Dance, Yggdrasil leaf
REGULAR HAUNTS: Urdus Marshland, the Iluugazar Plains (daytime), Mt. Ulbaruun, Newid Isle (high ground), grotto, etc.

111 GHOUL — ZOMBIE FAMILY

HP	MP	ATK	DEF	AGILITY	EXPER	GOLD CAR
162	12	112	65	90	760	124G

They're pretty strong for stiffs, and although they don't have any special attacks, beware of them bellowing for backup.

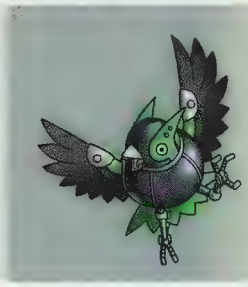
When they begin to rot, their breath and nails grow thick with toxins, but these dissipate as they deteriorate further.

NORMAL DROP: manky mud (1/16)
★★★★★★★

RARE DROP: tough guy tattoo (1/64)
★★★★★★★

ACTIONS: attack, call for backup (ghoul), assessing the situation (misses turn)
REGULAR HAUNTS: Khaalag Coast, the plumbed depths, Urdus Marshland (nighttime), Mt. Ulzuun, Gerzuun, grotto

112 ROBO-ROBIN — MACHINE FAMILY



HP	MP	ATK	DEF	AGILITY	EXPER	GOLD CAR
75	0	100	210	113	580	98G

They may look like sweet little songbirds, but these mechanical murder machines are set to explode when their HP gets low.

Their main aim in exterminating adventurers is to take their armour and other items as parts for producing more of their kind.

NORMAL DROP: iron ore (1/16) ★★★★★★★
RARE DROP: handrills (1/128) ★★★★★★★

ACTIONS: attack, blown away (suicide attacks entire party)
REGULAR HAUNTS: the Iluugazar Plains, Mt. Ulbaruun, grotto

113 SWINOCEROS — BEAST FAMILY

HP	MP	ATK	DEF	AGILITY	EXPER	GOLD CAR
120	8	105	121	91	610	102G

These raging rhinos love to hit hard with their horns, which often put enemies out of action.

Prone to sickness as children, they grow hale and hearty through the ancient shamanic ritual of rolling in cowpats.

NORMAL DROP: magic beast horn (1/8) ★★★★★★★
RARE DROP: cowpat (1/32) ★★★★★★★

ACTIONS: attack, charges at full pelt, sends character flying (chance of knocking down)
REGULAR HAUNTS: the Iluugazar Plains, Mt. Ulbaruun, the Tower of Nod, grotto

114 PECKEREL — BIRD FAMILY

HP	MP	ATK	DEF	AGILITY	EXPER	GOLD CAR
107	6	107	107	107	580	132G

They fly fast at their foes with paralysing attacks, and treat troublesome opponents to an Assassin's Stab.

They're forever forgetting the paralysing poison on the points of their tails, and itching themselves immobile by accident.

NORMAL DROP: strong antidote (1/16) ★★★★★★★
RARE DROP: poison needle (1/64) ★★★★★★★

ACTIONS: attack, paralyse attack, Assassin's Stab
REGULAR HAUNTS: the Iluugazar Plains, Mt. Ulbaruun, grotto

115 BATTERING RAM — BEAST FAMILY

HP	MP	ATK	DEF	AGILITY	EXPER	GOLD CAR
105	9	113	122	104	600	108G

Their hairy hides are hard to harm with ice. They send enemies to sleep with Sweet Breath, build tension, and then batter them.

They feast on funghouls so they can send insomniacs on their way to slumberland with Sweet Breath.

NORMAL DROP: lambswool (1/8) ★★★★★★★
RARE DROP: magic beast horn (1/32) ★★★★★★★

ACTIONS: attack, Sweet Breath, Psyche Up
REGULAR HAUNTS: Western Coffinwell (islet, daytime), the Iluugazar Plains, Mt. Ulbaruun, Mt. Ulzuun

116 ROCKBOMB — MATERIAL FAMILY

HP	MP	ATK	DEF	AGILITY	EXPER	GOLD CAR
100	5	100	156	76	700	95G

Don't dismiss these beaming boulders due to their funny faces — they can take out entire teams with Kamikazee.

Grabbers of the Greatest Grin gong at the Monscars, their moods are measured by minute shifts in the slope of their smile.

NORMAL DROP: rockbomb shard (1/8) ★★★★★★★
RARE DROP: Hephaestus' flame (1/128) ★★★★★★★

ACTIONS: attack, launches attack, Kamikazee, grins maliciously (misses turn)
REGULAR HAUNTS: Western Coffinwell (islet), the Iluugazar Plains (nighttime), Mt. Ulbaruun, Mt. Ulzuun, grotto, etc.

117 BRAINY BADBOON — BEAST FAMILY

HP	MP	ATK	DEF	AGILITY	EXPER	GOLD CAR
150	16	120	99	95	800	108G

Astute apes that weaken enemies with Dazzle and Kasap, then smack them silly. Whistle if you want to get them worked up.

Big badboons who've breakfasted on raging rubies, giving them superhuman strength and a brain boost to boot.

NORMAL DROP: magic beast hide (1/32) ★★★★★★★
RARE DROP: raging ruby (1/32) ★★★★★★★

ACTIONS: attack, flee, loses it and starts on target, Dazzle, Kasap
REGULAR HAUNTS: the Iluugazar Plains, Mt. Ulzuun, grotto

118 DRACKAL — BEAST FAMILY

HP	MP	ATK	DEF	AGILITY	EXPER	GOLD CAR
230	20	148	123	87	1000	150G

They bite with the best of them, and batter with their big bodies to boot, but sometimes prefer just to bail from battle.

Mention "those huge, scary things" to a seasoned traveller to set them squirming at the mere memory of these monsters.

NORMAL DROP: lambswool (1/16) ★★★★★★★
RARE DROP: platinum ore (1/128) ★★★★★★★

ACTIONS: attack, flee, Body Slam, fang bite
REGULAR HAUNTS: Khaalag Coast, Mt. Ulzuun, grotto

119 GRUFFON — DEMON FAMILY

HP	MP	ATK	DEF	AGILITY	EXPER	GOLD CAR
136	12	118	106	76	540	136G

They may be strong and have high HP, but they're just too laid-back to last. Strike first, and you're bound to beat them.

They're so lazy that sometimes they can't even be bothered to eat, and they throw rocks to avoid having to move to attack.

NORMAL DROP: wing of bat (1/8) ★★★★★★★
RARE DROP: terrible tattoo (1/32) ★★★★★★★

ACTIONS: attack, hurls boulder, in a gruff (misses turn)
REGULAR HAUNTS: the Lonely Coast, Mt. Ulzuun

120 SORCERER — HUMANOID FAMILY

HP	MP	ATK	DEF	AGILITY	EXPER	GOLD CAR
99	66	94	114	114	690	130G

Supreme spellcasters who are impervious to poison and whose repertoire includes Boom, Zammle, and Fizzle.

Excommunicated from the faith after dabbling in the dark arts, they now know every spell there is.

NORMAL DROP: magical robes (1/32)
★★★★☆☆☆

RARE DROP: seed of magic (1/256)
★☆☆☆☆☆☆

ACTIONS: attack, Boom, Zammle, Channel Anger, Kabuff, Fizzle
REGULAR HAUNTS: Gerzuun, grotto

121 CHEEKY TIKI — MATERIAL FAMILY

HP	MP	ATK	DEF	AGILITY	EXPER	GOLD CAR
117	9	107	127	100	660	100G

With their dazzling defensive dexterity, these selfless souls often step in to protect their pals. Wallop 'em one by one.

Controversy rages in the world of zoology as to whether they're giant masks or winged mammals with widespread arms.

NORMAL DROP: fresh water (1/16)
★★★★★★☆

RARE DROP: magic shield (1/128)
★★☆☆☆☆☆

ACTIONS: attack, Whipping Boy, Psyche Up
REGULAR HAUNTS: Khaalag Coast (daytime), Gerzuun

122 DEADCURION — ZOMBIE FAMILY

HP	MP	ATK	DEF	AGILITY	EXPER	GOLD CAR
112	4	115	117	98	790	127G

They paralyse enemies, then poke them with Pressure Pointer. Ice doesn't irk them much, but fire can fry them good.

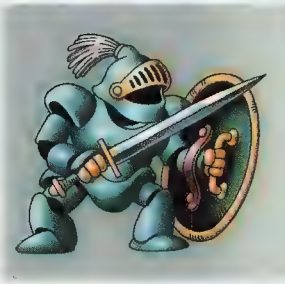
Especially stagnant soldiers selected from the rank ranks of the lesionnaires to lead them to gory glory.

NORMAL DROP: iron mask (1/64)
★★★☆☆☆☆

RARE DROP: battle fork (1/128)
★★☆☆☆☆☆

ACTIONS: attack, paralyse attack, Pressure Pointer
REGULAR HAUNTS: Ondor Cliffs, Khaalag Coast (nighttime), Gerzuun, grotto

123 INFERNAL ARMOUR — MATERIAL FAMILY



HP	MP	ATK	DEF	AGILITY	EXPER	GOLD CAR
125	8	135	130	102	850	150G

They can conduct lightning to engulf all enemies, and sometimes summon healslimes to lend a helping hand.

The souls of soldiers who died awful deaths, and were brought back in suits of armour forged in the fires of hell.

NORMAL DROP: cautery sword (1/64)
★★★☆☆☆☆

RARE DROP: silver mail (1/128)
★★☆☆☆☆☆

ACTIONS: attack, lightning attack (attacks entire party), calls for backup (medislime)
REGULAR HAUNTS: Gerzuun, grotto

124 TROLL — DEMON FAMILY

HP	MP	ATK	DEF	AGILITY	EXPER	GOLD CAR
413	∞	158	70	60	1500	52G

These enormous enemies' attacks are enough to level mountains. Beware of the bothersome Bagsy Last.

They've been licking their clubs like loonies ever since some sorcerer said a drop of dribble might improve their accuracy.

NORMAL DROP: oaken club (1/8)
★★★★★★☆

RARE DROP: seed of strength (1/256)
★☆☆☆☆☆☆

ACTIONS: attack, critical hit, Bagsy Last, swings, misses, and falls down, laughs (misses turn)
REGULAR HAUNTS: Ondor Cliffs, Mt. Ulzuun, Gerzuun, Wyrmneck (eastern and western), grotto

125 SHIVERY SHRUBBERY — ELEMENTAL FAMILY

HP	MP	ATK	DEF	AGILITY	EXPER	GOLD CAR
81	14	96	99	102	680	98G

They go around in gangs trying to turn the world to ice by stealing MP with Drain Magic and using it to cast Crackle.

Ice crystal critters with an insatiable lust for life, they try to live fast before they die young in the spring thaw.

NORMAL DROP: ice crystal (1/32)
★★★★☆☆☆

RARE DROP: narspicious (1/64)
★★★☆☆☆☆

ACTIONS: attack, Crackle, Drain Magic, call for backup (shivery shrubbery)
REGULAR HAUNTS: Snowberian coast, Snowberia, grotto

126 TEARWOLF — BEAST FAMILY

HP	MP	ATK	DEF	AGILITY	EXPER	GOLD CAR
136	44	121	125	112	730	140G

Ultimate assassins of the wolf family, their claws are razor-sharp and lightning-fast, and they love to Feel the Burn.

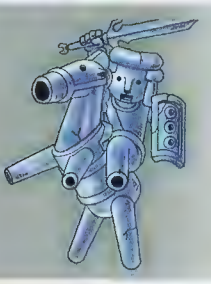
Often unable to find food due to severe snow blindness, they're always famished, and short of fuse as a result.

NORMAL DROP: magic beast hide (1/8)
★★★★★★☆

RARE DROP: cloak of evasion (1/64)
★★★☆☆☆☆

ACTIONS: attack, slashes with claws, Feel the Burn, buff
REGULAR HAUNTS: Western Coffinwell (islet, nighttime), Snowberian coast, Snowberia, grotto, etc.

127 BRREARTHENWARRIOR — MATERIAL FAMILY



HP	MP	ATK	DEF	AGILITY	EXPER	GOLD CAR
125	0	125	135	105	800	149G

Nippy knights on a quest to rid the world of evil with Chilly Breath and Kacrackle Slash.

They say that the first frost is the worst frost, but the best frost is the one the brrearthenwarrior brings.

NORMAL DROP: ice crystal (1/32)
★★★★☆☆☆

RARE DROP: ice shield (1/256)
★☆☆☆☆☆☆

ACTIONS: attack, Kacrackle Slash, Cool Breath
REGULAR HAUNTS: Snowberian coast, Snowberia, Cringle Coast, grotto

128 APECKALYPSE — BIRD FAMILY

HP	MP	ATK	DEF	AGILITY	EXPER	GOLD CAR
130	9	118	118	121	740	114G

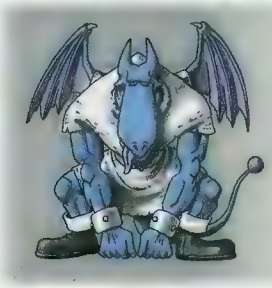
Blighted birds that live on poisonous plants. They frighten foes with War Cry, and vex them with venomous attacks.

Profuse, protective plumage keeps out even the most crippling cold. Originally from the legendary Peckerel Mountains.

NORMAL DROP: manky mud (1/32) ★★★★☆☆☆
RARE DROP: assassin's dagger (1/128) ★★☆☆☆☆☆

ACTIONS: attack, envenomate attack, Venom Mist, War Cry
REGULAR HAUNTS: Snowberian coast, Snowberia, grotto

129 GREAT GRUFFON — DEMON FAMILY



HP	MP	ATK	DEF	AGILITY	EXPER	GOLD CAR
150	12	120	120	70	1180	126G

Thick fur means the cold doesn't concern them, and great might makes them formidable when they muster their strength.

Brigadiers of the brrearthenwarriors' battalions, they patrol icy parts, checking that they're chilly enough.

NORMAL DROP: wing of bat (1/8) ★★★★★★☆
RARE DROP: fur poncho (1/64) ★★★☆☆☆☆

ACTIONS: attack, critical hit, Psyche Up, in a gruff (misses turn)
REGULAR HAUNTS: Ocean 3, Snowberia, Cringle Coast, grotto

130 WHITE TRIGERTAUR — BEAST FAMILY

HP	MP	ATK	DEF	AGILITY	EXPER	GOLD CAR
128	10	130	135	116	940	167G

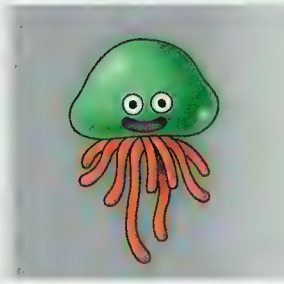
Monstrous masters of ice who are superskilled with their icicle-like spears, and also adept at using Thin Air.

Ex-tigers who attain eternal life by pledging allegiance to the brrearthenwarriors, they sow snowstorms wherever they step.

NORMAL DROP: horse manure (1/16) ★★★★★☆☆
RARE DROP: seed of deftness (1/256) ★☆☆☆☆☆☆

ACTIONS: attack, slings spear of ice, Thin Air, being provocative (misses turn)
REGULAR HAUNTS: Snowberia (nighttime), Cringle Coast, grotto

131 SOOTHESLIME — SLIME FAMILY



HP	MP	ATK	DEF	AGILITY	EXPER	GOLD CAR
138	40	113	125	105	1050	172G

Healslime who've mastered the mighty Moreheal. So selfless that they often offload MP onto allies.

They're so sick of people saying their name is stale that they're considering "sublime slime" as a slick new substitute.

NORMAL DROP: medicinal herb (1/8) ★★★★★★☆
RARE DROP: slimedrop (1/8) ★★★★★★☆

ACTIONS: attack, flee, Moreheal, M-Pathy
REGULAR HAUNTS: Cringle Coast, the old school, Eastern Wormwood (daytime), Wyrmtail (eastern and western), etc.

132 ICIKILLER — HUMANOID FAMILY

HP	MP	ATK	DEF	AGILITY	EXPER	GOLD CAR
140	24	140	144	136	1050	172G

Impervious to ice attacks, these long-nailed nightmares cast Moreheal and Bounce to keep things on an even keel.

Their claws of cold are built by brrearthenwarriors, who hone them to the heights of hardness by tearing down frozen trees.

NORMAL DROP: scale armour (1/16) ★★★★★☆☆
RARE DROP: crow's claws (1/64) ★★★☆☆☆☆

ACTIONS: attack, Midheal, Bounce
REGULAR HAUNTS: Snowberia (nighttime), Cringle Coast, the old school, grotto

133 TEAKY MASK — MATERIAL FAMILY

HP	MP	ATK	DEF	AGILITY	EXPER	GOLD CAR
98	26	111	131	114	860	117G

Real nuisances who cover companions who are under attack, and even explode when the going gets tough.

Sir Sternivus brought some of these back as souvenirs from a scholarly excursion. They set him back six gold coins apiece.

NORMAL DROP: hardwood headwear (1/16) ★★★★★☆☆
RARE DROP: ice shield (1/256) ★☆☆☆☆☆☆

ACTIONS: attack, Whipping Boy, blown away (suicide attacks entire party)
REGULAR HAUNTS: the old school, grotto

134 RAVING REAPER — MATERIAL FAMILY

HP	MP	ATK	DEF	AGILITY	EXPER	GOLD CAR
134	22	135	134	119	1050	138G

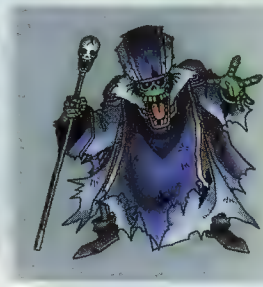
Scary scythe swingers who like to aim for the vitals, and are sometimes so drunk on the darkness that they go haywire.

Some have no sympathy for the seamstresses who stitch them together only to get scythed. After all, you reap what you sew!

NORMAL DROP: thief's turban (1/64) ★★★☆☆☆☆
RARE DROP: assassin's dagger (1/128) ★★☆☆☆☆☆

ACTIONS: attack, aims for vitals (can finish target off), Zammle, Spooky Aura
REGULAR HAUNTS: Ondor Cliffs (nighttime), the old school, grotto

135 WIGHT PRIEST — ZOMBIE FAMILY



HP	MP	ATK	DEF	AGILITY	EXPER	GOLD CAR
126	80	108	136	125	940	147G

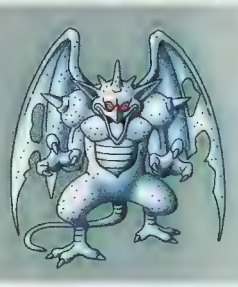
Always take these maleficent ministers out first, as they can raise their dead with Zing, and send foes back with Thwack.

Their robes may look manky, but they've been deliberately aged to give them the lived-in look that's so huge this season.

NORMAL DROP: gold rosary (1/32) ★★★★☆☆☆
RARE DROP: ascetic robe (1/128) ★★☆☆☆☆☆

ACTIONS: attack, Swoosh, Antimagic, Zing, Thwack
REGULAR HAUNTS: the old school, grotto

136 SCULPTRICE — DEMON FAMILY



HP	MP	ATK	DEF	AGILITY	EXPER	GOLD CAR
145	36	145	144	89	920	178G

Snowy statues that can disconcert with Dazzleflash and cast the catastrophic Crackle to encase the very soul in ice.

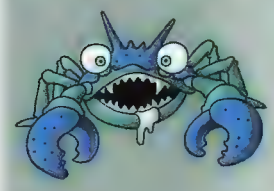
Built when billions of bits of blizzard blow together and bond over their ambition to bash travellers' brains in.

NORMAL DROP: galvanised geta (1/64)
★★★☆☆☆☆

RARE DROP: saint's ashes (1/128)
★★☆☆☆☆☆

ACTIONS: attack, Crackle, Dazzleflash, Buff
REGULAR HAUNTS: Ondor Cliffs, Cringle Coast, the old school, grotto

137 HANDSOME CRAB — AQUATIC FAMILY



HP	MP	ATK	DEF	AGILITY	EXPER	GOLD CAR
121	6	68	195	56	1350	156G

Deft defenders and cool critical hitters, these colossal crabs are the scourge of the seas. Flash-fry them with a little fire.

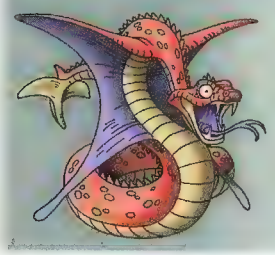
Every full moon, they assemble under the ocean and quietly clack their claws to mark the start of their monthly meeting.

NORMAL DROP: resurrock (1/32)
★★★★☆☆☆

RARE DROP: deadly nightblade (1/128)
★★☆☆☆☆☆

ACTIONS: attack, critical hit
REGULAR HAUNTS: Ocean 3, Pluvi Isle, Pluvi Isle (islet), the Lonely Coast, Cringle Coast, Wymwing, Wymneck (western), etc.

138 SAIL SERPENT — DRAGON FAMILY



HP	MP	ATK	DEF	AGILITY	EXPER	GOLD CAR
148	14	144	143	125	850	114G

Spiteful serpents that love to paralyse people with Burning Breath and vex them with venomous attacks.

Chose "sail serpent" because they thought it was cool, but now they worry that it makes a mockery of their massive ears.

NORMAL DROP: snakeskin (1/8)
★★★★★★½

RARE DROP: snakeskin whip (1/128)
★★☆☆☆☆☆

ACTIONS: attack, envenomate attack, flee, Burning Breath
REGULAR HAUNTS: Ocean 3, the Lonely Coast, Wyrmwing, grotto

139 GRIM GRINNER — HUMANOID FAMILY

HP	MP	ATK	DEF	AGILITY	EXPER	GOLD CAR
110	24	115	176	110	760	118G

Hellish, ice-breathing gnomes that wield a mean shield, and supplement their defence with Defending Champion.

They come from families of long standing in the world of shield collecting, and have stacks of spares.

NORMAL DROP: cautery sword (/64)
★★★☆☆☆☆

RARE DROP: magic shield (1/64)
★★★☆☆☆☆

ACTIONS: attack, Cool Breath, Whipping Boy, Defending Champion
REGULAR HAUNTS: Eastern Wormwood, Western Wormwood, grotto

140 SLUGGERNAUT — BUG FAMILY

HP	MP	ATK	DEF	AGILITY	EXPER	GOLD CAR
118	16	96	123	124	720	120G

They can turn up the tension with a bit of Egg On, and do their best to dance up a defensive storm for their allies.

They do their apprenticeships in the dances or the world by donning wigs and joining the Mirage Mahal's dance troupe.

NORMAL DROP: cloak of evasion (1/32)
★★★★☆☆☆

RARE DROP: starlet sandals (1/128)
★★☆☆☆☆☆

ACTIONS: attack, Sultry Dance, Weird Dance, Egg On
REGULAR HAUNTS: Khaalag Coast (nighttime), Ondor Cliffs (daytime), Eastern Wormwood, Western Wormwood, Western Wormwood (islet), etc.

141 SPLATTERHORN — BEAST FAMILY

HP	MP	ATK	DEF	AGILITY	EXPER	GOLD CAR
134	15	120	164	118	980	122G

They stoically soak up damage while stacking up strength with Double Up. Deck them with darkness before they strike.

The standard splatterhorn greeting is to smash one's horn straight into one's counterpart's countenance.

NORMAL DROP: magic beast horn (1/16)
★★★★★★☆

RARE DROP: magic beast hide (1/32)
★★★★☆☆☆

ACTIONS: attack, charges at full pelt, Double Up
REGULAR HAUNTS: Eastern Wormwood, Western Wormwood, Western Wormwood (islet), Hermany (high ground), grotto, etc.

142 WHIRLY GIRLY — ELEMENTAL FAMILY

HP	MP	ATK	DEF	AGILITY	EXPER	GOLD CAR
144	17	120	150	131	1020	132G

Wild women of the weather world who work wonders with wind spells, and push Swoosh from beneath their squalling skirts.

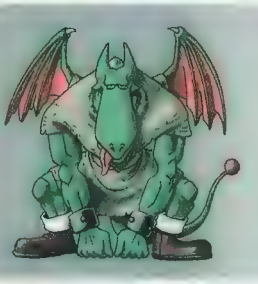
Experts believe that the reddish colour of the cyclones that surround them is caused by the colour of their skin.

NORMAL DROP: agility ring (1/32)
★★★★☆☆☆

RARE DROP: pretty betsy (1/256)
★☆☆☆☆☆☆

ACTIONS: attack, Swoosh, Psyche Up
REGULAR HAUNTS: Ocean 4, Ondor Cliffs, Eastern Wormwood, Wormwood Canyon, Wyrmtail (eastern), grotto

143 GRAMARYE GRUFFON — DEMON FAMILY



HP	MP	ATK	DEF	AGILITY	EXPER	GOLD CAR
215	22	150	125	76	1310	145G

Grown-up gruffons who are beyond the boulder-throwing badness of their boy-hoods, and now know Zammle as well.

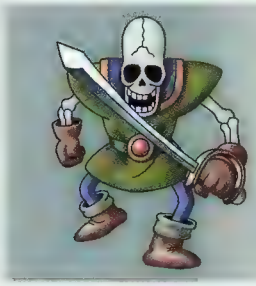
They bought books to learn about Zammle, but were so busy slacking off that it took them a century to study it.

NORMAL DROP: wing of bat (1/16)
★★★★★★☆

RARE DROP: safety shoes (1/64)
★★★☆☆☆☆

ACTIONS: attack, hurls boulder, Sweet Breath, Zammle, in a gruff (misses turn)
REGULAR HAUNTS: Eastern Wormwood, Western Wormwood, Western Wormwood (islet), the Bowhole, grotto

144 SKELETON SOLDIER — ZOMBIE FAMILY



HP	MP	ATK	DEF	AGILITY	EXPER	GOLD CAR
146	12	136	160	126	1100	149G

Bony bruisers who give their best to whoever they're battling. They serve up sleep attacks and mend themselves with Midheal.

Proud in the extreme, they follow the chivalric path even in death, and will smite all who stand against their liege lord.

NORMAL DROP: chain mail (1/32) ★★★★★★★

RARE DROP: platinum sword (1/64) ★★★★★★★

ACTIONS: attack, sleep attack, Midheal

REGULAR HAUNTS: Eastern Wormwood (nighttime), Western Wormwood, Western Wormwood (islet), the Bowhole, grotto

145 BLOODY MANGUINI — DEMON FAMILY

HP	MP	ATK	DEF	AGILITY	EXPER	GOLD CAR
154	16	133	148	139	1000	148G

Freaky beasts that drain adventurers of their blood and MP, and sometimes flip them out with Fuddle Dance.

When a pink sanguini goes to bed with a belly full of lovely blood, this is the fab form it will have taken when it wakes.

NORMAL DROP: wing of bat (1/8) ★★★★★★★

RARE DROP: terrible tattoo (1/16) ★★★★★★★

ACTIONS: attack, goes for jugular (can finish target off), Drain Magic, Fuddle Dance

REGULAR HAUNTS: Western Coffinwell (islet, nighttime), Western Wormwood, the Bowhole, Wormwood Canyon, Wyrmtail (eastern, daytime), etc.

146 BLOOD MUMMY — ZOMBIE FAMILY

HP	MP	ATK	DEF	AGILITY	EXPER	GOLD CAR
166	12	138	135	67	1200	108G

Set these blood-stained mummies on fire before they trash team members' tension with their spite-filled strikes.

They're so completely concentrated on coping with crippling contempt that it impairs their ability to act.

NORMAL DROP: grubby bandage (1/8) ★★★★★★★

RARE DROP: malicite (1/128) ★★★★★★★

ACTIONS: attack, flee, hair-raising attack

REGULAR HAUNTS: Ondor Cliffs (nighttime), Khaalag Coast (nighttime), the Bowhole, grotto

147 HARMOUR — MATERIAL FAMILY

HP	MP	ATK	DEF	AGILITY	EXPER	GOLD CAR
145	0	135	180	108	1300	120G

Suits of armour animated by evil forces. Not just masters of Multithrust, but deft users of Double Up as well.

Upset with the stone guardians for saying that if you speak to them from the left-hand side, they'll reply in a girlie voice.

NORMAL DROP: silver mail (1/64) ★★★★★★★

RARE DROP: iron mask (1/128) ★★★★★★★

ACTIONS: attack, Multislash, Double Up

REGULAR HAUNTS: Western Wormwood (nighttime), the Bowhole, grotto

148 PYTHON PRIEST — DEMON FAMILY

HP	MP	ATK	DEF	AGILITY	EXPER	GOLD CAR
136	60	120	160	130	950	164G

Reptilian reverends that can cast Swoosh and make use of Multiheal when their mates are in trouble.

They have no bodies as such, and all that lurks beneath their red robes is a seething sea of snakes.

NORMAL DROP: watermaul wand (1/64) ★★★★★★★

RARE DROP: Fizzle-retardant suit (1/128) ★★★★★★★

ACTIONS: attack, Swoosh, Multiheal

REGULAR HAUNTS: the Bowhole, grotto

149 SCULPTURE VULTURE — MATERIAL FAMILY

HP	MP	ATK	DEF	AGILITY	EXPER	GOLD CAR
153	33	140	190	110	1320	160G

Monumental monsters who bolster their unbreakable bodies with Buff, and chuck out Chilly Breath like there's no tomorrow.

They stand stock-still like statues by shrines and such-like, then pounce on anyone careless enough to approach.

NORMAL DROP: narspicious (1/32) ★★★★★★★

RARE DROP: resurrock (1/128) ★★★★★★★

ACTIONS: attack, Cool Breath, Buff

REGULAR HAUNTS: the Bowhole, Wyrmtail (eastern, nighttime), grotto

150 LIVING STATUE — MATERIAL FAMILY

HP	MP	ATK	DEF	AGILITY	EXPER	GOLD CAR
236	0	155	200	99	1500	172G

They pump their massive bodies full of power, then pound the ground. Cure quickly if flattened by their frightening feet.

They heard on the breeze that there's a sanctuary for statues atop the Heights of Loneliness, and are keen to check it out.

NORMAL DROP: flintstone (1/16) ★★★★★★★

RARE DROP: resurrock (1/128) ★★★★★★★

ACTIONS: attack, critical hit, stamps with giant foot, Psyche Up

REGULAR HAUNTS: the Bowhole, Wyrmtail (eastern), grotto

151 GOODYBAG — MATERIAL FAMILY

HP	MP	ATK	DEF	AGILITY	EXPER	GOLD CAR
126	48	115	130	146	500	336G

Jangling bags of jewels, each of which has the power to render its foes unable to act. They can also carry off a Sultry Dance.

The first goodybag was made by a major sage as a birthday gift for the kindly king of an ancient desert realm.

NORMAL DROP: brighten rock (1/16) ★★★★★★★

RARE DROP: pink pearl (1/64) ★★★★★★★

ACTIONS: attack, Sultry Dance, Fizzle, Kasap, Fuddle

REGULAR HAUNTS: the Iluugazar Plains, the Bowhole, grotto

152 DRAKULARGE — DRAGON FAMILY

HP	MP	ATK	DEF	AGILITY	EXPER	GOLD CAR
286	9	160	175	106	1600	187G

Defeating these doughy dragons yields useful loot, but stacked stats, crazy claws, and Flame Breath don't make it a doddle.

They worry about the badjas that follow them wherever they go, as they don't want to go stepping on one by accident.

NORMAL DROP: dragon scale (1/16) ★★★★★★★

RARE DROP: gold bar (1/256) ★★★★★★★

ACTIONS: attack, slashes with claws, fierce fire, Psyche Up
REGULAR HAUNTS: the Bowhole, Wyrmtail (eastern and western), Wyrmwing, grotto

153 LIQUID METAL SLIME — SLIME FAMILY

HP	MP	ATK	DEF	AGILITY	EXPER	GOLD CAR
8	∞	100	256	179	40200	40G

Their defence and speed are pretty impressive, but nowhere near as amazing as the amount of experience they give!

They're constantly striving to see who can last the longest without getting whacked and still succeed in scarpering.

NORMAL DROP: agility ring (1/32) ★★★★★★★

RARE DROP: depressing shoes (1/128) ★★★★★★★

ACTIONS: attack, flee, Bang
REGULAR HAUNTS: the Bowhole, Angel Falls area (high ground), grotto

154 MOOSIFER — DEMON FAMILY

HP	MP	ATK	DEF	AGILITY	EXPER	GOLD CAR
156	18	140	155	133	1240	152G

They blow Flame Breath from their nostrils, attack with pure, undiluted rage, and use Multiheal to be even more annoying.

They're so short-tempered that their continuous tantrums have turned their skin an angry shade of puce.

NORMAL DROP: magic beast hide (1/16) ★★★★★★★

RARE DROP: seed of life (1/256) ★★★★★★★

ACTIONS: attack, fierce fire, loses it and starts on target, Multiheal
REGULAR HAUNTS: Western Wormwood (islet), the Lonely Coast, Wormwood Canyon, Wyrmtail (eastern), Wyrmwing, etc.

155 DRASTIC DRACKAL — BEAST FAMILY

HP	MP	ATK	DEF	AGILITY	EXPER	GOLD CAR
225	9	165	164	124	1380	160G

Chilly Breath and Stomp make the whole party suffer, and they're not afraid to throw their weight around either. Fry them with fire.

As pups, they're cute and cuddly and covered in the same fur as their manes, but they soon grow into grizzly grown-ups.

NORMAL DROP: royal soil (1/16) ★★★★★★★

RARE DROP: raging ruby (1/64) ★★★★★★★

ACTIONS: attack, vigorous attack, Cool Breath, pounds ground (attacks entire party)
REGULAR HAUNTS: Wormwood Canyon, Wyrmtail (eastern and western), grotto

156 TERRORHAWK — BIRD FAMILY

HP	MP	ATK	DEF	AGILITY	EXPER	GOLD CAR
146	10	128	160	140	1080	132G

Raised on molten magma, these fiery, feathered fiends ignite enemies with Flame Breath, and fox them with Fuddle.

They were once very docile birds, but went batty when bashed on the bonce by boulders when the Magmaroo erupted.

NORMAL DROP: lava lump (1/32) ★★★★★★★

RARE DROP: fowl fan (1/64) ★★★★★★★

ACTIONS: attack, flee, fierce fire, Fuddle
REGULAR HAUNTS: Ocean 3, Wyrmtail (eastern), Wyrmwing, the Magmaroo, grotto

157 CYCLOPS — DEMON FAMILY

HP	MP	ATK	DEF	AGILITY	EXPER	GOLD CAR
355	8	170	150	75	1400	84G

Towering titans who may be sort of sluggish, but more than make up for it with insane strength, huge HP, and crippling criticals.

Their clubs are incredibly useful, doubling as backscratchers, pillows, and any number of other advantageous items.

NORMAL DROP: oaken club (1/16) ★★★★★★★

RARE DROP: fur vest (1/128) ★★★★★★★

ACTIONS: attack, critical hit
REGULAR HAUNTS: Western Wormwood (islet), Wyrmtail (eastern, nighttime, and western), Wyrmwing, Wyrmneck (eastern and western), etc.

158 CUMULUS REX — ELEMENTAL FAMILY

HP	MP	ATK	DEF	AGILITY	EXPER	GOLD CAR
252	18	140	151	134	1400	144G

They hold sway over hordes of hell niños, and maul mortals with deadly discharges. Well-armed against wind and lightning.

They cut up their cloudy thrones to create hell niño helpers to tend their bushy beards.

NORMAL DROP: thunderball (1/16) ★★★★★★★

RARE DROP: lightning staff (1/128) ★★★★★★★

ACTIONS: attack, lightning (attacks entire party), Magic Barrier
REGULAR HAUNTS: Ocean 3, Wyrmtail (western), Wyrmsmaw, Wyrmneck (eastern and western), the Magmaroo, etc.

159 BOMBOULDER — MATERIAL FAMILY

HP	MP	ATK	DEF	AGILITY	EXPER	GOLD CAR
146	26	78	180	100	1300	144G

They're not fond of fighting, and mostly just sit there smiling, but if an ally expires, they kick in with Kerplunk to bring them back.

Sensible, soft-hearted senior citizens who keep a supply of amazing medicine handy in case of emergencies.

NORMAL DROP: rockbomb shard (1/16) ★★★★★★★

RARE DROP: Yggdrasil dew (1/128) ★★★★★★★

ACTIONS: attack, critical hit, Kerplunk, grins maliciously (misses turn)
REGULAR HAUNTS: Ondor Cliffs (daytime), Khaalag Coast, Wyrmtail (western), Wyrmsmaw, Western Wormwood (high ground), etc.

160 BAGMA — MATERIAL FAMILY

HP	MP	ATK	DEF	AGILITY	EXPER	GOLD CAR
120	9	120	120	120	840	102G

Their HP's not so hot, but these burning bags can turn up the heat with their baking breath, and summon live lavas too.

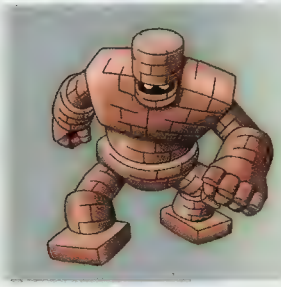
They're huge fans of hot foods, and wolf down anything, living or dead, if they like the look of it.

NORMAL DROP: lava lump (1/16) ★★★★★★★

RARE DROP: softwort (1/64) ★★★★★★★

ACTIONS: attack, fierce fire, Burning Breath, Inferno, calls for backup (live lava)
REGULAR HAUNTS: Wyrmsmaw, the Magmaroo, grotto

161 GOLEM — MATERIAL FAMILY



HP	MP	ATK	DEF	AGILITY	EXPER	GOLD CAR
300	0	175	210	99	1700	174G

Though weak against wind, these stony souls can weather a storm of blows before unleashing a cataclysmic critical attack.

If you ask them which monster has the most mates, they won't hesitate to suggest their own big-headed, bricky selves.

NORMAL DROP: flintstone (1/16) ★★★★★★★

RARE DROP: mythril ore (1/128) ★★★★★★★

ACTIONS: attack, critical hit, Psyche Up, Forbearance
REGULAR HAUNTS: the Lonely Coast, Wyrmwing, Wyrmsmaw, Wyrmneck (eastern and western), the Magmaroo, etc.

162 SEASAUR — AQUATIC FAMILY

HP	MP	ATK	DEF	AGILITY	EXPER	GOLD CAR
304	24	180	192	101	1900	160G

These super-strong sea serpents have sunk many a ship with their ear-splitting roars and brutal hot and cold breath.

Sailors say that if you hear the song of the seasaur on a stormy night, you'll never set foot on the safety of dry land again.

NORMAL DROP: dragon scale (1/16) ★★★★★★★

RARE DROP: magic beast horn (1/64) ★★★★★★★

ACTIONS: attack, fierce fire, Cool Breath, War Cry
REGULAR HAUNTS: Ocean 3, grotto

163 HELL NIÑO — ELEMENTAL FAMILY

HP	MP	ATK	DEF	AGILITY	EXPER	GOLD CAR
125	11	115	145	117	960	108G

Super-heated clouds that travel in packs of Flame Breath-firing mayhem, trying to turn all to ash. Sometimes, they even attack twice.

They see the clouds of the sunset sky as their mothers, and can often be seen gazing heavenward in times of trouble.

NORMAL DROP: coagulant (1/32) ★★★★★★★

RARE DROP: flame shield (1/128) ★★★★★★★

ACTIONS: attack, fierce fire, Fire Breath
REGULAR HAUNTS: Khaalag Coast (daytime), Wyrmtail (western), Wyrmsmaw (nighttime), Wyrmneck, the Magmaroo, etc.

164 CORRUPT CARTER — HUMANOID FAMILY

HP	MP	ATK	DEF	AGILITY	EXPER	GOLD CAR
155	12	138	200	147	1550	120G

Armoured chariots that are bolstered even further with Buff, then battered at breakneck speed into the enemy.

The drivers tried to paint cool designs onto their carts, but they hated them, so they had to clean them off.

NORMAL DROP: iron ore (1/32) ★★★★★★★

RARE DROP: handrills (1/64) ★★★★★★★

ACTIONS: attack, charges party (knocks down entire party), Kabuff
REGULAR HAUNTS: the Magmaroo, Cringle Coast (islet), Urdus Marshland (high ground), grotto

165 LIVE LAVA — ELEMENTAL FAMILY

HP	MP	ATK	DEF	AGILITY	EXPER	GOLD CAR
165	24	140	186	124	1620	110G

Molten masses that frazzle foes feverishly with Frizzle, but won't last long if attacked with ice.

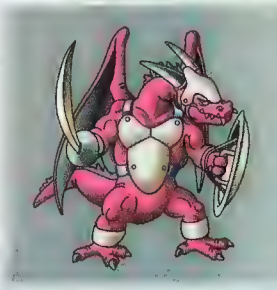
The spirits of those who trip and fall into volcanoes. They murder mortals in search of substitutes for their burnt bodies.

NORMAL DROP: lava lump (1/16) ★★★★★★★

RARE DROP: magma staff (1/128) ★★★★★★★

ACTIONS: attack, Defend, Frizzle
REGULAR HAUNTS: Wyrmsmaw (bagma calls to battle), the Magmaroo, grotto, etc.

166 MANDRAKE MARAUDER — DRAGON FAMILY



HP	MP	ATK	DEF	AGILITY	EXPER	GOLD CAR
172	20	132	198	144	1760	124G

Dragon dragoons and masters of fire. Fiercely loyal, their friends are never far off, and always come running when called.

Their flame-red bodies are clothed in fire, and they incinerate anyone insane enough to approach them.

NORMAL DROP: dragon scale (1/16) ★★★★★★★

RARE DROP: bandit blade (1/128) ★★★★★★★

ACTIONS: attack, call for backup (mandrake marauder)
REGULAR HAUNTS: the Magmaroo, grotto

167 MEGA MOAI — MATERIAL FAMILY

HP	MP	ATK	DEF	AGILITY	EXPER	GOLD CAR
180	0	162	235	88	2100	144G

Their igneous bodies are helluva hard, but their HP's not too hot. If one musters its strength, batter it before it blasts you.

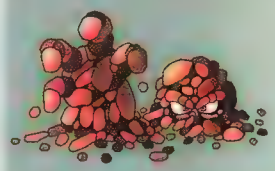
They used to be full statues, but they were blasted to bits when the Magmaroo erupted, and only their heads remained.

NORMAL DROP: mirrorstone (1/32) ★★★★★★★

RARE DROP: tough guy tattoo (1/128) ★★★★★★★

ACTIONS: attack, squishes party under great weight, Psyche Up, War Cry
REGULAR HAUNTS: Khaalag Coast, the Magmaroo, grotto

168 MAGMALICE — ELEMENTAL FAMILY



HP	MP	ATK	DEF	AGILITY	EXPER	GOLD CAR
200	18	158	225	105	2000	160G

They might look like champion rock chuckers, but it's their slap you want to watch out for. Hard to harm with earth or fire.

One theory suggests that they are the lava limbs of mega moai that went the way of most magma and flowed free.

NORMAL DROP: lava lump (1/16) ★★★★★★★

RARE DROP: Hephaestus' flame (1/128) ★★★★★★★

ACTIONS: attack, hits hard with huge hand, fierce fire, Boulder Toss, Psyche Up

REGULAR HAUNTS: Wyrmneck (eastern, nighttime and western, nighttime), the Magmaroo, grotto

169 GREEN DRAGON — DRAGON FAMILY

HP	MP	ATK	DEF	AGILITY	EXPER	GOLD CAR
245	12	178	208	109	2200	120G

These venom-vomiting dragons see humans as mere worms, and absent-mindedly squish them as soon as they see them.

Even the purest of plants are processed into powerful poisons in their terrifically toxic tummies.

NORMAL DROP: emerald moss (1/16) ★★★★★★★

RARE DROP: dragon scale (1/16) ★★★★★★★

ACTIONS: attack, flee, massive swipe (attacks entire party), Venom Mist, Party Pooper

REGULAR HAUNTS: Pluvi Isle (islet, daytime), the Lonely Coast, Wyrmneck (eastern and western), the Magmaroo, grotto

170 ABYSS DIVER — AQUATIC FAMILY

HP	MP	ATK	DEF	AGILITY	EXPER	GOLD CAR
600	28	200	220	126	2700	92G

Devilishly devastating dinosaurs that cast Crackle and breathe fire, and cannot be bested with bog-standard blows.

Longed for loud colours after decades spent in the dim depths, and tried to jazz themselves up, but to underwhelming effect.

NORMAL DROP: dragon scale (1/32) ★★★★★★★

RARE DROP: watermaul wand (1/128) ★★★★★★★

ACTIONS: attack, Crackle, Inferno

REGULAR HAUNTS: Ocean 4, Wyrmneck (western), Oubliette, Western Wormwood (high ground), grotto, etc.

171 STENCHURION — ZOMBIE FAMILY

HP	MP	ATK	DEF	AGILITY	EXPER	GOLD CAR
160	16	148	175	136	1380	122G

They specialise in toxic attacks, and in transfixing all and sundry with Multi-thrust. Fight them with the light.

Their dream is to bring together walking corpses, ghouls, and other undead allies for an all-zombie party of epic proportions.

NORMAL DROP: manky mud (1/8) ★★★★★★★

RARE DROP: partisan (1/128) ★★★★★★★

ACTIONS: attack, poison attack, Multithrust

REGULAR HAUNTS: Ocean 2, Upover event, the Gittish Empire, Gittingham Palace, grotto

172 GLOOMY GASTROPOG — BUG FAMILY

HP	MP	ATK	DEF	AGILITY	EXPER	GOLD CAR
144	70	133	210	144	1400	118G

They believe the best offence is the dogged defence afforded by foiling attacks with Pincushion, Sweet Breath, and Kafuddle.

Corrupt carters often steal the shiny shells of these belligerent beasties to customize their carts with.

NORMAL DROP: toad oil (1/8) ★★★★★★★

RARE DROP: spiked armour (1/256) ★★★★★★★

ACTIONS: attack, Sweet Breath, Pincushion, Kafuddle

REGULAR HAUNTS: Pluvi Isle (islet, nighttime), the Gittish Empire, Western Coffinwell (high ground), Eastern Stornway (islet), etc.

173 DARK SKELETON — ZOMBIE FAMILY

HP	MP	ATK	DEF	AGILITY	EXPER	GOLD CAR
186	17	153	194	155	1780	162G

These shameful shams of chivalry cripple enemies with Kasap and Blunt, then clobber them clueless.

Shaped when the shadows of noble knights come alive and kill their carriers so that they can run free.

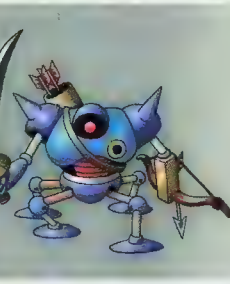
NORMAL DROP: evencloth (1/32) ★★★★★★★

RARE DROP: smart suit (1/128) ★★★★★★★

ACTIONS: attack, Blunt, Kasap

REGULAR HAUNTS: the Gittish Empire (nighttime), Gittingham Palace, Cringle Coast (islet), Urdus Marshland (high ground), grotto

174 KILLING MACHINE — MACHINE FAMILY



HP	MP	ATK	DEF	AGILITY	EXPER	GOLD CAR
182	0	155	216	164	1880	168G

These super-fast, multi-tasking military machines always attack twice per turn, and know an astounding amount of abilities.

Fervent fans of their flawlessly efficient forms assert that an adventure without one is a waste of everyone's time.

NORMAL DROP: iron nails (1/16) ★★★★★★★

RARE DROP: seed of agility (1/256) ★★★★★★★

ACTIONS: attack, bow attack, Kacrackle Slash, violent slashing attack, laser attack (attacks entire party)

REGULAR HAUNTS: the Gittish Empire, Gittingham Palace, the Tower of Nod, the Djust Desert (high ground), grotto

175 DREADFUL DRACKAL — BEAST FAMILY

HP	MP	ATK	DEF	AGILITY	EXPER	GOLD CAR
240	10	170	165	143	2000	180G

They might look frightening, but they're scaredy-cats really. If their bark doesn't scare people stiff, their bite surely will.

When two of them meet at night, both howl so loud with surprise that they scare each other into a sociable stupour.

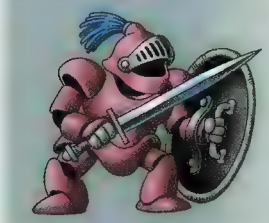
NORMAL DROP: magic beast hide (1/16) ★★★★★★★

RARE DROP: magic beast horn (1/32) ★★★★★★★

ACTIONS: attack, flee, fang bite, War Cry, Double Up

REGULAR HAUNTS: the Gittish Empire, the Djust Desert (high ground), Hermany (high ground)

176 LETHAL ARMOUR — MATERIAL FAMILY



HP	MP	ATK	DEF	AGILITY	EXPER	GOLD CAR
194	16	158	210	117	1680	164G

Unfair foes that send enemies into a slumber with Kasnooze, then upset their attacks by snapping their weapons.

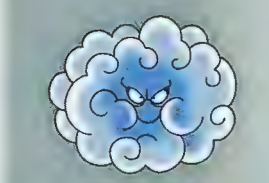
Their once-white armour is coloured crimson by the gouts of gore that gush from the victims they roam the land vanquishing.

NORMAL DROP: magic armour (1/128) ★★☆☆☆☆☆

RARE DROP: seed of defence (1/256) ★☆☆☆☆☆☆

ACTIONS: attack, Attack Attacker, Kasnooze, calls for backup (cureslime)
REGULAR HAUNTS: the Gortress, the Gittish Empire, Gittingham Palace, Wyrmtail (high ground), grotto, etc.

177 FREEZING FOG — ELEMENTAL FAMILY



HP	MP	ATK	DEF	AGILITY	EXPER	GOLD CAR
126	10	126	156	162	1360	120G

Savage snowclouds that control the cold, are impervious to ice, and can call forth a fog to deepen their defence.

They may look soft and fluffy, but there's a hard, icy core at the centre of every one.

NORMAL DROP: ice crystal (1/16) ★★★★★★☆

RARE DROP: sage's elixir (1/64) ★★★☆☆☆☆

ACTIONS: attack, Cool Breath, Mist Me, Psyche Up
REGULAR HAUNTS: Ocean 4, the Gittish Empire (nighttime), Gittingham Palace, the Tower of Nod, grotto, etc.

178 STONE GUARDIAN — MATERIAL FAMILY

HP	MP	ATK	DEF	AGILITY	EXPER	GOLD CAR
255	0	160	255	102	2040	182G

Normal blows won't blemish these blighters' bodies, and those who aren't quaking before they save up a Stomp will be once it lands!

They hold their arms aloft in preparation for holding on tight when they finally get the chance to ride the Starlight Express.

NORMAL DROP: resurrock (1/64) ★★★☆☆☆☆

RARE DROP: reset stone (1/256) ★☆☆☆☆☆☆

ACTIONS: attack, stamps with giant foot, pounds ground (attacks entire party), Psyche Up
REGULAR HAUNTS: the Gittish Empire (nighttime), Gittingham Palace, Oubliette, the Tower of Nod, Hermany (high ground), etc.

179 BOSS TROLL — DEMON FAMILY

HP	MP	ATK	DEF	AGILITY	EXPER	GOLD CAR
496	10	186	86	95	2400	98G

Super-sized swingers who can smack foes into next week with one whack of their colossal clubs.

They sometimes put their furry outfits on back-to-front in the bleary hours of early morning, but no one ever notices.

NORMAL DROP: oaken club (1/16) ★★★★★★☆

RARE DROP: boomer briefs (1/64) ★★★☆☆☆☆

ACTIONS: attack, critical hit, laughs (misses turn), swings, misses, and falls down
REGULAR HAUNTS: the Gittish Empire (nighttime), Gittingham Palace, Oubliette, the Tower of Nod, Hermany (high ground), etc.

180 BLASTOAD — BEAST FAMILY

HP	MP	ATK	DEF	AGILITY	EXPER	GOLD CAR
356	15	163	160	101	2100	156G

Heavy toad tanks that pound enemies with poisonous rounds, and whose tongue lashings would make even the toughest tremble.

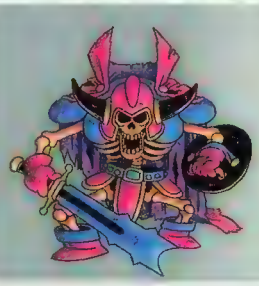
Their favourite foods are gunpowder and bombs, but the beam-blasting killer machine has had them licking their lips of late.

NORMAL DROP: toad oil (1/8) ★★★★★★★

RARE DROP: panacea (1/64) ★★★☆☆☆☆

ACTIONS: attack, Cannon Frogger, Venomissile, big lick (entire party may become inactive)
REGULAR HAUNTS: Gittingham Palace, the Djust Desert (high ground), Hermany (high ground), grotto

181 FRIGHT KNIGHT — ZOMBIE FAMILY



HP	MP	ATK	DEF	AGILITY	EXPER	GOLD CAR
226	33	161	206	130	2180	180G

Destroy these dastardly masters of Freezing Blizzard first so they can't zap everyone back to life with Zing.

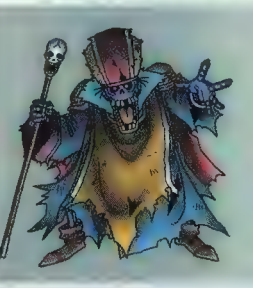
Knightly nightmares, they're forever barking orders at their stenchurion flunkies, who obey without question.

NORMAL DROP: sword breaker (1/64) ★★★☆☆☆☆

RARE DROP: dark shield (1/256) ★☆☆☆☆☆☆

ACTIONS: attack, critical hit, Attack Attacker, Chilly Breath, Psyche Up, Zing
REGULAR HAUNTS: Upover event, Gittingham Palace, Oubliette, Western Wormwood (high ground), grotto, etc.

182 WIGHT KING — ZOMBIE FAMILY



HP	MP	ATK	DEF	AGILITY	EXPER	GOLD CAR
186	75	143	196	149	1680	165G

They foil magic with Fizzle, slash spell resistance with Divine Intervention, and stir up a storm with Swoosh.

Recently quoted as saying: "wE MigHT bE No MoRe tHaN STiNkINg zoMbiEs, bUT aT LEaSt We'Re tHE KinGs Of STInKing!"

NORMAL DROP: priestess's pinafore (1/128) ★★☆☆☆☆☆

RARE DROP: seed of therapeusis (1/256) ★☆☆☆☆☆☆

ACTIONS: attack, Fizzle, Swoosh, Divine Intervention
REGULAR HAUNTS: Gittingham Palace, Oubliette, Cringle Coast (islet), Urdus Marshland (high ground), grotto

183 CLAWS — HUMANOID FAMILY

HP	MP	ATK	DEF	AGILITY	EXPER	GOLD CAR
206	24	153	198	178	1980	187G

They sweep enemy attacks aside in one smooth movement, then spin around to smack back the next. Weak against light.

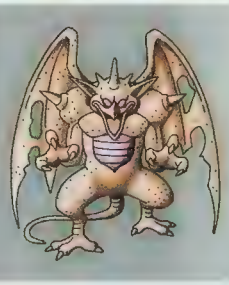
Wandering assassins employed by the Empire. Ordered to obliterate all who attempt to enter the imperial stronghold.

NORMAL DROP: sacred claws (1/64) ★★★☆☆☆☆

RARE DROP: dragon mail (1/128) ★★☆☆☆☆☆

ACTIONS: attack, critical hit, spin attack (attacks entire party)
REGULAR HAUNTS: Oubliette, Ondor Cliffs (high ground), grotto

184 AGGROSCULPTURE — DEMON FAMILY



HP	MP	ATK	DEF	AGILITY	EXPER	GOLD CAR
220	18	150	220	153	2280	132G

Malicious monsters that batter adventurers with Boom and Freezing Blizzard, and have no real weaknesses to bite back at.

Their wings are where their souls reside, and as long as they remain, they can always be brought back to life.

NORMAL DROP: gold ring (1/32) ★★★★☆☆☆

RARE DROP: skull ring (1/256) ★☆☆☆☆☆☆

ACTIONS: attack, Boom, Chilly Breath, Magic Barrier
REGULAR HAUNTS: Ocean 4, the Magmaroo, Oubliette, Ondor Cliffs (high ground), grotto

185 MANDRAKE MARSHAL — DRAGON FAMILY

HP	MP	ATK	DEF	AGILITY	EXPER	GOLD CAR
222	24	163	212	152	2200	140G

Fierce fighters backed up by an array of support spells. They look scary, but don't do well against death spells.

They studied with the wight kings to learn the ways of wizardry, and are always up for improving their abilities further.

NORMAL DROP: dragon scale (1/64) ★★★☆☆☆☆

RARE DROP: dragonsbane (1/128) ★★☆☆☆☆☆

ACTIONS: attack, Buff, Kasap
REGULAR HAUNTS: Oubliette, Realm of the Mighty, Western Coffinwell (high ground), Eastern Stornway (islet), etc.

186 BAD KARMOUR — MATERIAL FAMILY

HP	MP	ATK	DEF	AGILITY	EXPER	GOLD CAR
188	10	161	262	98	2280	132G

Steely devils that harm with Helm Splitter and Double-Edged Slash, and like to protect their pals. Don't let them cast Kabuff.

They're possessed by the souls of soldiers who sacrificed themselves for the sake of Godwyn of the House of Gitt.

NORMAL DROP: iron ore (1/16) ★★★★★☆☆

RARE DROP: Hades' helm (1/128) ★★☆☆☆☆☆

ACTIONS: attack, Helm Splitter, Whipping Boy, Double-Edged Slash, Kabuff, protects another monster from attack
REGULAR HAUNTS: Gittingham Palace, Oubliette, Western Wormwood (high ground), Wyrmtail (high ground), grotto

187 WYRTOISE — DRAGON FAMILY

HP	MP	ATK	DEF	AGILITY	EXPER	GOLD CAR
215	8	171	240	103	2500	188G

Shelled fellows who are no suckers, and can send back spells with Bounce and push back attacks with Pincushion.

They're famed for being fearsome, but at home, they like nothing more than rolling over to have their tummies tickled.

NORMAL DROP: tortoiseshell (1/8) ★★★★★★☆

RARE DROP: dragon scale (1/32) ★★★★☆☆☆

ACTIONS: attack, critical hit, lightning (attacks entire party), Pincushion, Bounce
REGULAR HAUNTS: Oubliette, grotto

188 KING CRAB — AQUATIC FAMILY

HP	MP	ATK	DEF	AGILITY	EXPER	GOLD CAR
270	12	181	235	158	2800	146G

They send foes to sleep with Snooze, then snip them silly with their claws. Whistling and the Eyes on Me ability upset them.

Jealous of the slime stack's popularity, they've been considering competing with a three-crab pile-up of their own.

NORMAL DROP: sleeping hibiscus (1/16) ★★★★★★☆

RARE DROP: poison moth knife (1/128) ★★☆☆☆☆☆

ACTIONS: attack, slashes with claws, Snooze
REGULAR HAUNTS: Ocean 4, Oubliette, Realm of the Mighty, Western Wormwood (high ground), Wyrmtail (high ground), etc.

189 GENIE SANGUINI — DEMON FAMILY

HP	MP	ATK	DEF	AGILITY	EXPER	GOLD CAR
155	37	89	155	162	1260	96G

Cute little critters that can sing a Gritty Ditty to pump up their pals, or do the Kerplunk Dance to bring them back from beyond.

Little sanguinis who were supposed to mature into bloody manguinis, but grew into these loveable lumps instead.

NORMAL DROP: prayer ring (1/64) ★★★☆☆☆☆

RARE DROP: saint's ashes (1/128) ★★☆☆☆☆☆

ACTIONS: attack, critical hit, Gritty Ditty, Kerplunk Dance, fluffs around (misses turn)
REGULAR HAUNTS: Western Coffinwell (islet), Realm of the Mighty, grotto

190 CUMULUS VEX — ELEMENTAL FAMILY

HP	MP	ATK	DEF	AGILITY	EXPER	GOLD CAR
268	40	169	246	161	2300	178G

These kings among clouds rule the skies of hell, and can channel the power of lightning into a Weakening Wave.

These monsters may be the result of a mutation in the misty genes of the freezing fog.

NORMAL DROP: thunderball (1/16) ★★★★★★☆

RARE DROP: seed of sorcery (1/256) ★☆☆☆☆☆☆

ACTIONS: attack, terrible lightning (attacks entire party), Weakening Wave
REGULAR HAUNTS: Realm of the Mighty, the Tower of Nod, grotto

191 RED DRAGON — DRAGON FAMILY

HP	MP	ATK	DEF	AGILITY	EXPER	GOLD CAR
325	9	198	230	121	3000	98G

Fiery dragons that engulf enemies in all manner of intense infernos, but fear the might of light.

It's only when pups shed their skins to become adults that they discover if they've developed into red or green dragons.

NORMAL DROP: dragon scale (1/16) ★★★★★★☆

RARE DROP: dragon claws (1/128) ★★☆☆☆☆☆

ACTIONS: attack, fierce fire, Inferno
REGULAR HAUNTS: Realm of the Mighty, Newid Isle (high ground), the Lonely Coast (high ground), grotto

192 GIGANTES — DEMON FAMILY

HP	MP	ATK	DEF	AGILITY	EXPER	GOLD CAR
640	9	212	190	115	3200	110G

Stupidly strong, stamina-heavy, and slightly slapdash smashers who can be licked with lightning.

Some say they're massive sports fans, so much so that they named their race after their favourite team.

NORMAL DROP: strength ring (1/64) ★★★☆☆☆☆

RARE DROP: ace of clubs (1/128) ★★☆☆☆☆☆

ACTIONS: attack, critical hit, stamps with giant foot, swings, misses, and falls down
REGULAR HAUNTS: Realm of the Mighty, Western Coffinwell (high ground), Eastern Stornway (islet), the Tower of Nod, etc.

193 BELISHA BEAKON — BIRD FAMILY

HP	MP	ATK	DEF	AGILITY	EXPER	GOLD CAR
136	10	146	143	167	1460	104G

Their whirlwind speed allows them to attack twice per turn, wards off wind spells, and makes them masters of Swoosh.

Big fans of clean air and a fresh breeze, they are keen climbers, but don't care for Upover on account of its close climate.

NORMAL DROP: crimson coral (1/32) ★★★★☆☆☆

RARE DROP: red tights (1/128) ★★☆☆☆☆☆

ACTIONS: attack, Swoosh, call for backup (belisha beakon)
REGULAR HAUNTS: Realm of the Mighty, Ondor Cliffs (high ground), grotto

194 CHARMOUR — MATERIAL FAMILY

HP	MP	ATK	DEF	AGILITY	EXPER	GOLD CAR
220	50	171	270	134	2450	192G

Enchanted suits of armour that are well-protected against all manner of magic, and can cast sleep. Attack them with earth.

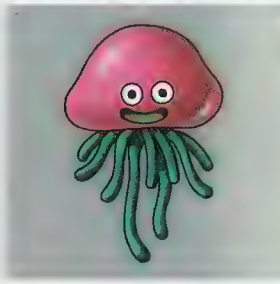
Their armour isn't made of iron, or even platinum, but of crystals of concentrated conjury, which give it mighty magical power.

NORMAL DROP: magic armour (1/32) ★★★★☆☆☆

RARE DROP: halberd (1/128) ★★☆☆☆☆☆

ACTIONS: attack, Snooze
REGULAR HAUNTS: Realm of the Mighty, grotto

195 CURESLIME — SLIME FAMILY



HP	MP	ATK	DEF	AGILITY	EXPER	GOLD CAR
165	120	158	172	143	1350	167G

Kind-hearted slimes who care more about curing than killing. Commonly called on by the similarly coloured lethal armour.

They'd love to help travellers with healing spells too, but they're terrified of being told off by uptight king slimes.

NORMAL DROP: slimedrop (1/16) ★★★★★☆☆

RARE DROP: panacea (1/64) ★★★☆☆☆☆

ACTIONS: attack, Fullheal
REGULAR HAUNTS: the Gittish Empire (lethal armour calls to battle), Realm of the Mighty, Angel Falls area (high ground), etc.

196 GREAT TROLL — DEMON FAMILY

HP	MP	ATK	DEF	AGILITY	EXPER	GOLD CAR
768	36	220	132	107	3800	78G

Kings among trolls, they might be big dunces, but their insane stamina more than makes up for it.

They use their strength to keep the other trolls down, but can't quite fit their heads into their tiny crowns.

NORMAL DROP: special medicine (1/32) ★★★★☆☆☆

RARE DROP: marauder's maul (1/128) ★★☆☆☆☆☆

ACTIONS: attack, critical hit, swings, misses, and falls down, laughs (misses turn)
REGULAR HAUNTS: Realm of the Mighty, Ondor Cliffs (high ground), grotto

197 COBRA CARDINAL — DEMON FAMILY

HP	MP	ATK	DEF	AGILITY	EXPER	GOLD CAR
236	90	163	198	160	2180	184G

Masters of most forms of magic, who are admired by many monsters, and cause chaos with Kazing, Kasnooze, and Zammle.

They like to joke that studying all the spells in the world takes a lot of "co-brains" because it's "cardinally hard."

NORMAL DROP: Fizzle-retardant blouse (1/128) ★★☆☆☆☆☆

RARE DROP: elfin elixir (1/256) ★☆☆☆☆☆☆

ACTIONS: paralyse attack, Kazam, Zammle, Bounce, Kasnooze, Kazing
REGULAR HAUNTS: Realm of the Mighty, Western Coffinwell (high ground), Eastern Stornway (islet), grotto

198 PRISM PEACOCK — BIRD FAMILY

HP	MP	ATK	DEF	AGILITY	EXPER	GOLD CAR
246	40	171	234	177	2300	168G

Brightly coloured, burning birds that fry all foes with their Flame Breath, and cremate those who confound them with Kafrizz.

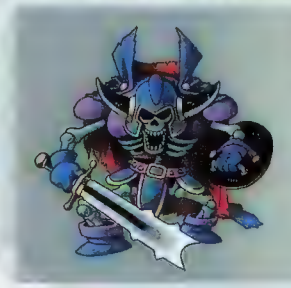
People say that aging prism peacocks throw themselves into volcanoes to be reborn as cosmic chimaeras.

NORMAL DROP: lunaria (1/32) ★★★★☆☆☆

RARE DROP: tint-tastic tutu (1/256) ★☆☆☆☆☆☆

ACTIONS: attack, fierce fire, Kafrizz
REGULAR HAUNTS: Realm of the Mighty, Ondor Cliffs (high ground), grotto

199 NIGHT KNIGHT — ZOMBIE FAMILY



HP	MP	ATK	DEF	AGILITY	EXPER	GOLD CAR
256	48	186	225	169	2980	182G

Emperors of the undead who can mend friends with Fullheal, batter foes with critical blows, and smack hard with Kacrack.

Cruel kings who forced their followers to travel with them into the underworld so their kingdoms could continue.

NORMAL DROP: dark shield (1/64) ★★★☆☆☆☆

RARE DROP: skull helm (1/256) ★☆☆☆☆☆☆

ACTIONS: attack, critical hit, Kacrack, Moreheal
REGULAR HAUNTS: Realm of the Mighty, Cringle Coast (islet), Urdus Marshland (high ground), grotto

200 DRAKULARD — DRAGON FAMILY

HP	MP	ATK	DEF	AGILITY	EXPER	GOLD CAR
520	18	203	203	112	3450	152G

Serpentine sovereigns of the wind who smash enemies with Swoosh, burn them with Inferno, then conclude with their claws.

Once, when some of them were sleeping, some belisha beakons mistook them for mountains and scaled their scaly sides.

NORMAL DROP: dragon scale (1/16) ★★★★★★★

RARE DROP: densinium (1/128) ★★★★★★★

ACTIONS: attack, slashes with claws, Inferno, Swoosh
REGULAR HAUNTS: Realm of the Mighty, the Lonely Coast (high ground), the Tower of Nod, grotto, Newid Isle

201 BARBATOS — DEMON FAMILY

HP	MP	ATK	DEF	AGILITY	EXPER	GOLD CAR
355	30	199	255	178	3400	187G

Beasts whose burning rage causes them to spit flames and cast Kaboom. Protected against pyrotechnical techniques.

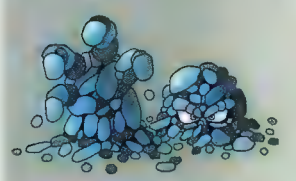
The weeny wings on their backs bloom into spectacular, sky-soaring sails when they return to their hellish home.

NORMAL DROP: terrible tattoo (1/16) ★★★★★★★

RARE DROP: raging bull helm (1/128) ★★★★★★★

ACTIONS: attack, loses it and starts on target, fierce fire, Kaboom, Psyche Up
REGULAR HAUNTS: Realm of the Mighty, the Tower of Nod, Eastern Stornway (islet), grotto, etc.

202 FIRN FIEND — ELEMENTAL FAMILY



HP	MP	ATK	DEF	AGILITY	EXPER	GOLD CAR
365	0	195	268	104	3200	172G

Should be fried with fire before they induce indolence with Sweet Breath and follow up with Freezing Blizzard.

Ice elementals born from glaciers. They absorb treasures left by fallen adventurers and stash them inside themselves.

NORMAL DROP: ice crystal (1/16) ★★★★★★★

RARE DROP: reset stone (1/256) ★★★★★★★

ACTIONS: attack, hits hard with huge hand, Sweet Breath, Cool Breath, Chilly Breath
REGULAR HAUNTS: Realm of the Mighty, Cringle Coast (islet), Urdus Marshland (high ground), grotto

203 SICK TRIGERTAUR — BEAST FAMILY

HP	MP	ATK	DEF	AGILITY	EXPER	GOLD CAR
480	32	208	222	156	3600	195G

They enjoy attacks that damage all enemies, like Party Pooper and Boom, and like to rub it in by whistling at weakened foes.

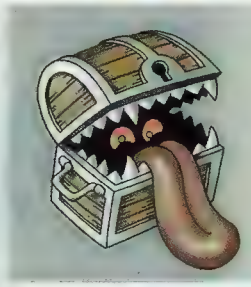
Believed until not long ago that they could change forms by holding their tridents aloft and shouting out "Traaansfooorm!"

NORMAL DROP: horse manure (1/16) ★★★★★★★

RARE DROP: partisan (1/128) ★★★★★★★

ACTIONS: attack, Boom, Party Pooper, being provocative (misses turn)
REGULAR HAUNTS: Realm of the Mighty, Newid Isle (high ground), the Lonely Coast (high ground), grotto

204 CANNIBOX — MATERIAL FAMILY



HP	MP	ATK	DEF	AGILITY	EXPER	GOLD CAR
187	10	140	108	140	960	210G

Shut these big, bad boxes up with Fizzle before they send you to sleep with Sweet Breath or waste you with Whack.

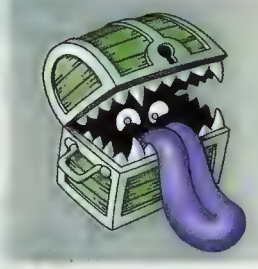
Monsters who've morphed into boxes to ambush adventurers. What treasures await inside their well-guarded wooden depths?

NORMAL DROP: mini medal (1/16) ★★★★★★★

RARE DROP: gold bracer (1/128) ★★★★★★★

ACTIONS: attack, critical hit, Sweet Breath, Whack
REGULAR HAUNTS: the Tower of Trades, the Bad Cave, the plumbed depths, Gittingham Palace, grotto, etc.

205 MIMIC — MATERIAL FAMILY



HP	MP	ATK	DEF	AGILITY	EXPER	GOLD CAR
627	12	256	218	173	4120	315G

Those who weather the storm of these bedeviled boxes' Chilly Breath still have to worry about Whack and critical attacks.

Their appetites are insatiable, and the souls of those they swallow stay in their bottomless boxy bellies forever.

NORMAL DROP: mini medal (1/16) ★★★★★★★

RARE DROP: gold rosary (1/64) ★★★★★★★

ACTIONS: attack, critical hit, Cool Breath, Weird Dance, Whack
REGULAR HAUNTS: the Bowhole, Gittingham Palace, Oubliette, Realm of the Mighty, the Tower of Nod, grotto

206 KING CURESLIME — SLIME FAMILY

HP	MP	ATK	DEF	AGILITY	EXPER	GOLD CAR
256	∞	216	235	101	3030	174G

They may look like mere support slimes, but as well as Fullheal and Omniheal, they can put their weight behind big body blows.

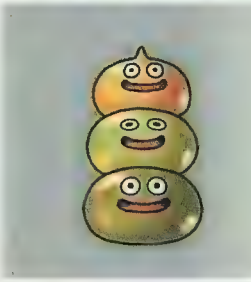
Their emerald insides are stuffed with the stuff that spells are made of, and any magic they cast is built to last.

NORMAL DROP: slimedrop (1/64) ★★★★★★★

RARE DROP: slime crown (1/128) ★★★★★★★

ACTIONS: attack, heavy attack, smothers target, Fullheal, Omniheal
REGULAR HAUNTS: grotto

207 GEM JAMBOREE — SLIME FAMILY



HP	MP	ATK	DEF	AGILITY	EXPER	GOLD CAR
5	∞	208	512	296	960	1130G

Bevies of blobs bonded by their love of the beauty of booty. If you're lucky enough to meet one, don't let it get away.

Being at the bottom of a monolith of heavy metal makes the lowest slimes in these stacks a shade short-tempered.

NORMAL DROP: Gleeban gold piece (1/16) ★★★★★★★

RARE DROP: gold bar (1/256) ★★★★★★★

ACTIONS: attack, flee, all aflutter (misses turn)
REGULAR HAUNTS: grotto

208 SLUGGERSLAUGHT — BUG FAMILY

HP	MP	ATK	DEF	AGILITY	EXPER	GOLD CAR
468	36	324	324	246	4600	148G

These non-stop boppers can crank up their allies' Tension with a twirl, heal them with a handclap, and vogue their way to victory.

Suffered a crisis of confidence and had to reassess their style when the boogie manguinis said their steps lacked soul.

NORMAL DROP: heavy handwear (1/64) ★★★★★★★

RARE DROP: bardic boots (1/128) ★★★★★★★

ACTIONS: attack, Egg On (raises Tension two levels), Hustle Dance, Sultry Dance, call for backup (sluggerslaught)
REGULAR HAUNTS: grotto

209 TERROR TROLL — DEMON FAMILY

HP	MP	ATK	DEF	AGILITY	EXPER	GOLD CAR
1176	40	454	263	84	4880	58G

It's hard to hurt these denizens of the depths with darkness or earth abilities. They hit hideously hard, but most miss the mark.

Often sought out by adventurers in training, as their incredibly durable bodies make perfect punchbags.

NORMAL DROP: royal soil (1/16) ★★★★★★★

RARE DROP: roguess's robes (1/128) ★★★★★★★

ACTIONS: attack, swings, misses, and falls down, laughs (misses turn), critical hit
REGULAR HAUNTS: grotto

210 COSMIC CHIMAERA — BIRD FAMILY

HP	MP	ATK	DEF	AGILITY	EXPER	GOLD CAR
516	48	378	396	275	5200	178G

These captains of the chimaera clan show their extreme enmity with blazing breath, and their exemplary amity with Multiheal.

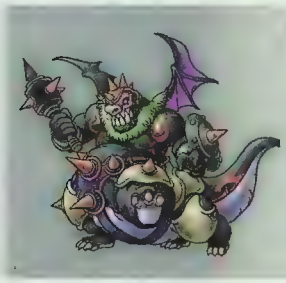
They have a rather high opinion of themselves, and those they meet are unlikely to merit more than a momentary glance.

NORMAL DROP: brighten rock (1/8) ★★★★★★★

RARE DROP: lucida shard (1/128) ★★★★★★★

ACTIONS: attack, blazing fire, Inferno, Multiheal
REGULAR HAUNTS: grotto

211 WISHMASTER — BEAST FAMILY



HP	MP	ATK	DEF	AGILITY	EXPER	GOLD CAR
663	∞	513	563	96	5500	75G

They pound the ground, toppling enemies all around. Then, as if that weren't enough, they clobber them with Kaboom as well.

Demons once worshipped by a long-forgotten civilisation. They granted wishes to those who made sacrifices in their name.

NORMAL DROP: densinium (1/32) ★★★★★★★

RARE DROP: holy femail (1/128) ★★★★★★★

ACTIONS: attack, critical hit, Kaboom, Crackerwhack
REGULAR HAUNTS: the Djust Desert (high ground), grotto

212 CUMULUS HEX — ELEMENTAL FAMILY

HP	MP	ATK	DEF	AGILITY	EXPER	GOLD CAR
796	∞	462	472	282	5850	197G

Mental elementals that mislead with Mist Me, and dish out Disruptive Waves and Freezing Blizzards. Afraid of fire and light.

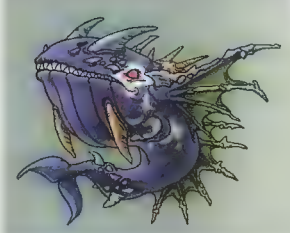
Drawn to the battlefield by the scent of blood, they beckon warriors into the red clouds they ride on, never to return.

NORMAL DROP: mistick (1/32) ★★★★★★★

RARE DROP: flowing dress (1/64) ★★★★★★★

ACTIONS: attack, Chilly Breath, Mist Me, Disruptive Wave
REGULAR HAUNTS: grotto

213 STALE WHALE — AQUATIC FAMILY



HP	MP	ATK	DEF	AGILITY	EXPER	GOLD CAR
1244	24	584	496	106	5700	84G

Woeful whales who singe foes with Scorch, and whose rancid spines are rank enough to confuse anyone they touch.

Companions of Lleviathan who made a pact with an evil god to remain in the mortal realm as monsters rather than be ruined.

NORMAL DROP: glass frit (1/16) ★★★★★★★

RARE DROP: trident (1/64) ★★★★★★★

ACTIONS: attack, confuse attack, blazing fire
REGULAR HAUNTS: grotto

214 METAL KING SLIME — SLIME FAMILY

HP	MP	ATK	DEF	AGILITY	EXPER	GOLD CAR
16	0	318	512	349	120040	80G

Big bundles of shiny joy whose ample insides hide the ingredients for an incredible experience.

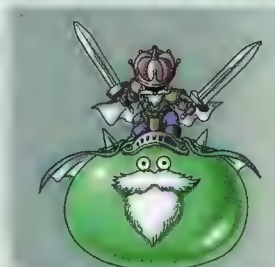
They admire a certain medal-mad monarch, and like to collect mini medals from their mini metal friends to mimic his methods.

NORMAL DROP: slime crown (1/128) ★★★★★★★

RARE DROP: orichalcum (1/256) ★★★★★★★

ACTIONS: attack, flee, heavy attack
REGULAR HAUNTS: the Tower of Nod, grotto

215 SLIONHEART — SLIME FAMILY



HP	MP	ATK	DEF	AGILITY	EXPER	GOLD CAR
825	72	506	512	336	6200	184G

Supreme slimes that ooze class, and whose incredible strength and insane speed are second only to those of the gods.

They may see themselves as superior to slimes, but they still return to see in the new year with their bouncy brethren.

NORMAL DROP: falcon blade (1/128) ★★★★★★★

RARE DROP: Pallium Regale (1/256) ★★★★★★★

ACTIONS: attack, killer combo, Fullheal
REGULAR HAUNTS: grotto

216 GODSTEED — BEAST FAMILY

HP	MP	ATK	DEF	AGILITY	EXPER	GOLD CAR
686	20	575	566	415	6000	172G

It's said that when their crystal-clear eyes shine, even the most grizzled veterans will be laid to rest. Beware their bright breath.

The shoes that guard their hooves are incredible artefacts made from the same material as platinum king jewels' crowns.

NORMAL DROP: horse manure (1/8)
★★★★★★★

RARE DROP: friendly fan (1/256)
★★★★★★★

ACTIONS: attack, blinding light (attacks entire party), Lullab-Eye
REGULAR HAUNTS: grotto

217 WONDER WYRTLE — DRAGON FAMILY

HP	MP	ATK	DEF	AGILITY	EXPER	GOLD CAR
1040	0	606	720	52	6900	98G

These reptilian regents can bring down bolts of lightning and exhale gusts of flame, but aren't wild about water or darkness.

Supposedly, when wyrtles' souls depart their bodies, they are absorbed by wonder wyrtles, and earn eternal life.

NORMAL DROP: tortoiseshell (1/8)
★★★★★★★

RARE DROP: dragon shield (1/64)
★★★★★★★

ACTIONS: attack, apocalyptic lightning (attacks entire party), blazing fire
REGULAR HAUNTS: grotto

218 WIDOW'S PIQUE — BUG FAMILY

HP	MP	ATK	DEF	AGILITY	EXPER	GOLD CAR
955	0	595	625	302	6800	189G

They wrap their victims in sticky silk, then smack them with a stinker of an attack. Firmly insulated against fire attacks.

The reincarnated souls of spurned lovers, they spend their days as poisonous spiders weaving webs of eternal woe.

NORMAL DROP: tangleweb (1/8)
★★★★★★★

RARE DROP: rogue's robes (1/128)
★★★★★★★

ACTIONS: attack, critical hit, weaves web (target may become inactive), Psyche Up
REGULAR HAUNTS: grotto

219 OCTAGOON — BEAST FAMILY

HP	MP	ATK	DEF	AGILITY	EXPER	GOLD CAR
522	36	420	516	129	4620	110G

As strong as steel, and with horns hard enough to hew rocks in two, only the toughest can best these heavyweight beasts.

They might look pretty po-faced, but they're actually rather amiable, even if they do like to live alone in quiet caves.

NORMAL DROP: magic beast hide (1/32)
★★★★★★★

RARE DROP: platinum ore (1/128)
★★★★★★★

ACTIONS: attack, ground attack (attacks entire party), charges at full pelt, Psyche Up
REGULAR HAUNTS: grotto

220 DARKONIUM SLIME — SLIME FAMILY

HP	MP	ATK	DEF	AGILITY	EXPER	GOLD CAR
420	48	400	500	403	5880	150G

There's not a single spell that can scratch these superslimes, who crush the competition with a powerful particle ray.

They spend their days proudly polishing their faultless facets and likening them to twinkling stars and priceless pearls.

NORMAL DROP: slimedrop (1/32)
★★★★★★★

RARE DROP: thinking cap (1/128)
★★★★★★★

ACTIONS: attack, squishes party under great weight, big beam blast (attacks entire party), Multiheal
REGULAR HAUNTS: grotto

221 FREAKY TIKI — MATERIAL FAMILY

HP	MP	ATK	DEF	AGILITY	EXPER	GOLD CAR
596	21	442	498	245	5100	158G

Menacing masks with mega defence who enfeeble foes with Eerie Light and Dazzleflash, then dish out some serious damage.

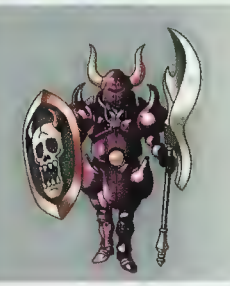
The first of their race was made when the mask jumped from the face of an ancient king and came alive under an evil spell.

NORMAL DROP: terrible tattoo (1/32)
★★★★★★★

RARE DROP: boss shield (1/128)
★★★★★★★

ACTIONS: attack, Burning Breath, Eerie Light, Dazzleflash
REGULAR HAUNTS: grotto

222 ALARMOUR — MATERIAL FAMILY



HP	MP	ATK	DEF	AGILITY	EXPER	GOLD CAR
454	24	454	612	109	5200	134G

Animated suits of armour that have high defence, don't feel wind, lightning, or dark attacks, and cause bother with Bounce.

Lately, they've been getting a little tired of having to be at the beck and call of their fickle masters all the time.

NORMAL DROP: iron mask (1/64)
★★★★★★★

RARE DROP: ruinous shield (1/256)
★★★★★★★

ACTIONS: attack, critical hit, Multislash, Whipping Boy, Bounce
REGULAR HAUNTS: grotto

223 BOA BISHOP — DEMON FAMILY

HP	MP	ATK	DEF	AGILITY	EXPER	GOLD CAR
633	136	309	296	264	4400	168G

Masterly mages of the reptile kingdom. They attack twice, and can bring buddies back from the brink with Omniheal

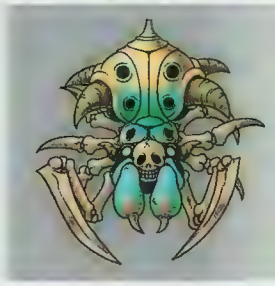
Their mesmerising eyes, which sap the will of those they stare at and send them to sleep, still shine even in death.

NORMAL DROP: wizard's hat (1/64)
★★★★★★★

RARE DROP: wizard's robe (1/256)
★★★★★★★

ACTIONS: attack, great tidal wave (attacks entire party), Lullab-Eye, Omniheal
REGULAR HAUNTS: grotto

224 CYBER SPIDER — BUG FAMILY



HP	MP	ATK	DEF	AGILITY	EXPER	GOLD CAR
596	24	478	488	255	5800	184G

Magic helps make mincemeat of these mechanical web weavers, who mainly make use of mucus-based ammo and dazzling rounds.

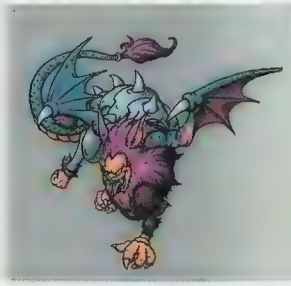
Secret weapons assembled by the Empire, they flit just as fast up and down cliffs and ravines as on flat fields.

NORMAL DROP: tangleweb (1/8)
★★★★★★★

RARE DROP: handrills (1/128)
★★★★★★★

ACTIONS: attack, Kabuff, Snot Shot, Flashbang Wallop
REGULAR HAUNTS: grotto

225 ALPHYN — BEAST FAMILY



HP	MP	ATK	DEF	AGILITY	EXPER	GOLD CAR
1246	135	525	556	436	6200	195G

They may be made of a muddle of bits, but these fast foes attack twice and cast Kaboom, Bounce, and Feel the Burn.

The Grand Architect, Zenus, created them to massacre the mortals, and they faithfully follow his orders still.

NORMAL DROP: mirrorstone (1/32)
★★★★★★★

RARE DROP: demon whip (1/64)
★★★★★★★

ACTIONS: slashes with claws, attack, Bounce, Kaboom, Feel the Burn
REGULAR HAUNTS: grotto

226 GEM SLIME — SLIME FAMILY

HP	MP	ATK	DEF	AGILITY	EXPER	GOLD CAR
20	88	455	512	456	6000	10080G

They await adventurers with a graceful grin, then maul them with Magic Burst. Immune to all magic.

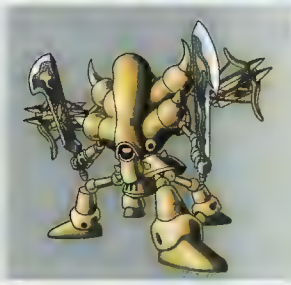
These shining slimes were long sought by adventurers, thanks to a tale that told of all they touched turning to gold.

NORMAL DROP: gold bar (1/128)
★★★★★★★

RARE DROP: orichalcum (1/256)
★★★★★★★

ACTIONS: attack, flee, beams graciously (misses turn), Magic Burst
REGULAR HAUNTS: grotto

227 AU 1000 — MACHINE FAMILY



HP	MP	ATK	DEF	AGILITY	EXPER	GOLD CAR
996	0	567	798	124	6800	216G

Reinforced robots that render attack impossible with a blast of blinding light, then slice foes silly.

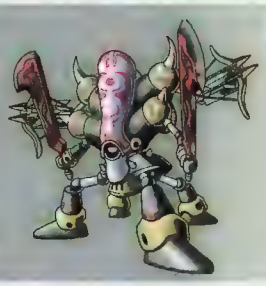
They secretly scrape shavings off gem slimes to repair their gold plating when it gets patchy.

NORMAL DROP: gold bar (1/128)
★★★★★★★

RARE DROP: heavy hatchet (1/256)
★★★★★★★

ACTIONS: attack, critical hit, violent slashing attack, Multislash, Dazzleflash
REGULAR HAUNTS: grotto

228 VOID DROID — MACHINE FAMILY



HP	MP	ATK	DEF	AGILITY	EXPER	GOLD CAR
1325	0	575	625	348	7800	156G

They shoot showers of arrows, slice savagely with their swords, and use any means available to annihilate enemies.

Brainchild of a scientist who made many weapons before crowning his career with these massively murderous machines.

NORMAL DROP: mythril ore (1/32)
★★★★★★★

RARE DROP: brawling bymie (1/128)
★★★★★★★

ACTIONS: attack, critical hit, violent slashing attack, bow attack, volley of arrows (attacks entire party)
REGULAR HAUNTS: grotto

229 PLATINUM KING JEWEL — SLIME FAMILY

HP	MP	ATK	DEF	AGILITY	EXPER	GOLD CAR
20	20	356	546	505	240000	1000G

The unrivalled experience of besting these hard-to-hit, Dazzle-dispensing diamonds makes them a dream come true.

They spend their days off with their metal king slime mates, gazing rapt at their reflections in their buddies' bulbous bodies.

NORMAL DROP: platinum ore (1/8)
★★★★★★★

RARE DROP: seed of skill (1/256)
★★★★★★★

ACTIONS: attack, flee, Dazzle
REGULAR HAUNTS: grotto

230 CANNIBELLE — DEMON FAMILY

HP	MP	ATK	DEF	AGILITY	EXPER	GOLD CAR
468	90	396	396	228	4250	156G

They wander the world searching for souls to consume, believing that each victim's cry of despair makes them ever more beautiful.

Made when misunderstood maidens, bitter at being badly treated, sell their souls to become beautiful beasts.

NORMAL DROP: spangled dress (1/16)
★★★★★★★

RARE DROP: fencing frock (1/128)
★★★★★★★

ACTIONS: attack, eyes flash (attacks entire party), Kacrack, Victimiser
REGULAR HAUNTS: Eastern Stornway (islet), grotto

231 GRIM REAPER — MATERIAL FAMILY

HP	MP	ATK	DEF	AGILITY	EXPER	GOLD CAR
596	60	476	448	383	5000	165G

They render victims helpless with Decelleratle and Kasap, then swoop in to swipe their souls with their savage scythes.

Took on their innocent, doll-like shape to lull travellers into a false sense of security. Their true form is utterly hideous.

NORMAL DROP: minister's mittens (1/64)
★★★★★★★

RARE DROP: blessed boots (1/128)
★★★★★★★

ACTIONS: attack, Blunt, slices with scythe twice, Spooky Aura, Decelleratle, Kasap
REGULAR HAUNTS: grotto

232 WIGHT EMPEROR — ZOMBIE FAMILY

HP	MP	ATK	DEF	AGILITY	EXPER	GOLD CAR
488	120	465	455	242	5250	185G

Spine-chilling sorcerers who cast Kazam, Kafuddle, and Kathwack; face them unprepared at your peril.

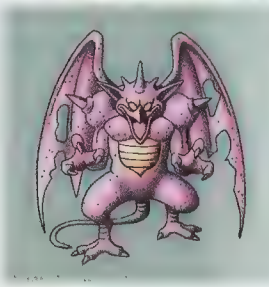
They believe that life is pain and death is eternal happiness, and love treating travellers to a taste of "contentment."

NORMAL DROP: mitre (1/64)
★★★☆☆☆☆

RARE DROP: surplice (1/128)
★★☆☆☆☆☆

ACTIONS: attack, Kazam, Kathwack, Kafuddle
REGULAR HAUNTS: grotto

233 GRRRGOYLL — BEAST FAMILY



HP	MP	ATK	DEF	AGILITY	EXPER	GOLD CAR
636	60	538	598	255	5880	170G

They stun enemies into inaction with a sickening cry, and must be whipped with wind if they cast Kacrack.

Born from the tales told to terrified children of malicious monsters who will come and munch them if they misbehave.

NORMAL DROP: resurrock (1/32)
★★★★☆☆☆

RARE DROP: malicite (1/256)
★☆☆☆☆☆☆

ACTIONS: attack, critical hit, Kacrack, shocking shriek (entire party may become inactive)
REGULAR HAUNTS: grotto

234 PANDORA'S BOX — MATERIAL FAMILY

HP	MP	ATK	DEF	AGILITY	EXPER	GOLD CAR
868	9	623	623	407	5990	600G

Countless careless kids have fallen foul of these cruel casks, which are inured against ice and wind attacks.

They love to spend their days off lolling around on the ground with their lids open, lapping up the sun and airing their insides.

NORMAL DROP: mini medal (1/8)
★★★★★★★

RARE DROP: gold bar (1/128)
★★☆☆☆☆☆

ACTIONS: attack, critical hit, Drain Magic, Whack
REGULAR HAUNTS: grotto

235 UNCOMMON COLD — ELEMENTAL FAMILY

HP	MP	ATK	DEF	AGILITY	EXPER	GOLD CAR
907	28	528	487	356	6200	104G

Snow elementals that could freeze even fire, and pitilessly turn all before them to ice unless taken out of play.

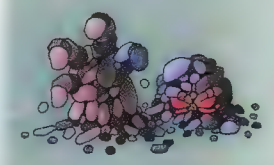
The souls of travellers who snuff it in snowstorms are set adrift on sleety winds to be consumed by the uncommon cold.

NORMAL DROP: ice crystal (1/32)
★★★★☆☆☆

RARE DROP: icicle dirk (1/128)
★★☆☆☆☆☆

ACTIONS: attack, C-C-Cold Breath, Kasnooze, Thwack
REGULAR HAUNTS: Cringle Coast (islet), grotto

236 GEOTHAUM — ELEMENTAL FAMILY



HP	MP	ATK	DEF	AGILITY	EXPER	GOLD CAR
708	0	708	668	72	6600	86G

They emit waves of darkness that lower the agility and defence of all enemies. Hard to harm with earth or darkness.

All they feel is a burning need to slap the living into an endless nightmare. No one knows what the rest of their bodies look like.

NORMAL DROP: flintstone (1/16)
★★★★★☆☆

RARE DROP: evencloth (1/32)
★★★★☆☆☆

ACTIONS: attack, hits hard with huge hand, Wave of Panic
REGULAR HAUNTS: grotto

237 BLIGHT KNIGHT — ZOMBIE FAMILY

HP	MP	ATK	DEF	AGILITY	EXPER	GOLD CAR
965	24	695	598	298	7000	192G

These demonic masters of battle know no fear, and calmly await attacks, then counter them with catastrophic quickness.

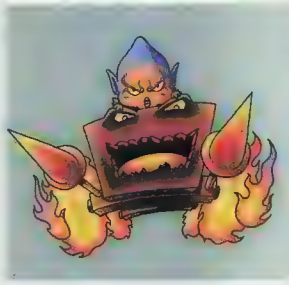
They burgle the bones from brawny enemies they've beaten to beef up their bodies and get better at battle.

NORMAL DROP: skull helm (1/64)
★★★☆☆☆☆

RARE DROP: veteran's helm (1/128)
★★☆☆☆☆☆

ACTIONS: attack, critical hit, Counter Wait, Bounce
REGULAR HAUNTS: grotto

238 FLAMIN' DRAYMAN — HUMANOID FAMILY



HP	MP	ATK	DEF	AGILITY	EXPER	GOLD CAR
480	80	416	452	229	4700	145G

These fire-powered, four-wheeled fighting machines will knock foes for six or fry them with Kafrizz.

The drivers are fond of their flame-retardant unitards, and are forever fighting the flab, as it spoils the flattering fit.

NORMAL DROP: rockbomb shard (1/32)
★★★★☆☆☆

RARE DROP: Hephaestus' flame (1/64)
★★★☆☆☆☆

ACTIONS: charges party (knocks down entire party), sends character flying (chance of knocking down), Kafrizz, attack
REGULAR HAUNTS: grotto

239 TANTAMOUNT — BEAST FAMILY

HP	MP	ATK	DEF	AGILITY	EXPER	GOLD CAR
1056	60	358	388	338	4600	167G

These heavenly horses lash out with Lightning Storm, sometimes strike twice, and read the battlefield like a book.

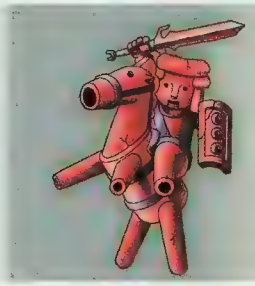
Some believe that the moon's craters are made of tantamounts' flaming manes as they gallop across the night sky.

NORMAL DROP: horse manure (1/16)
★★★★★☆☆

RARE DROP: friendly fan (1/256)
★☆☆☆☆☆☆

ACTIONS: attack, Lightning Storm, Body Slam
REGULAR HAUNTS: grotto

240 BARRIEARTHENWARRIOR — MATERIAL FAMILY



HP	MP	ATK	DEF	AGILITY	EXPER	GOLD CAR
512	18	432	596	239	5120	176G

Hard horsemen who may not say much, but whose actions speak louder than words. They soup up sub-par strength with Oomph.

Built by ancient sages who sank their spell-craft into sculpting statues strong enough to smash the soldiers of the underworld.

NORMAL DROP: royal soil (1/16) ★★★★★★★

RARE DROP: warrior's sword (1/128) ★★★★★★★

ACTIONS: attack, critical hit, Oomph
REGULAR HAUNTS: grotto

241 BIRD OF TERRORDISE — BIRD FAMILY

HP	MP	ATK	DEF	AGILITY	EXPER	GOLD CAR
648	40	514	528	285	5560	185G

Brutish birds that bring things to a boil with their burning breath, and drive enemies dotty with Kafuddle.

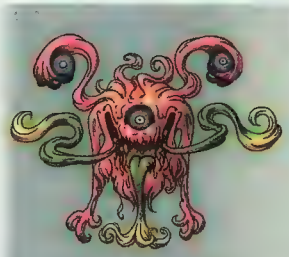
Supposedly named after world champion strongman Terry Terrordise, who is said to have discovered them on his travels.

NORMAL DROP: fowl fan (1/64) ★★★★★★★

RARE DROP: flame shield (1/128) ★★★★★★★

ACTIONS: attack, blazing fire, Hellfire, Kafuddle
REGULAR HAUNTS: grotto

242 SCARLET FEVER — ELEMENTAL FAMILY



HP	MP	ATK	DEF	AGILITY	EXPER	GOLD CAR
743	28	429	478	319	5600	115G

Rivers run dry, animals die, and the grass and trees are burnt to cinders when the scarlet fever walks the land.

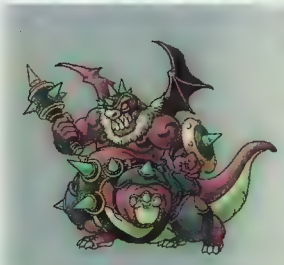
These hellfire-exhaling horrors are born when souls that cannot rest are engulfed in evil auras. None can rest while they live.

NORMAL DROP: lava lump (1/16) ★★★★★★★

RARE DROP: fire blade (1/128) ★★★★★★★

ACTIONS: attack, blazing fire, Burning Breath
REGULAR HAUNTS: Brigadoom, grotto

243 HELL'S GATEKEEPER — BEAST FAMILY



HP	MP	ATK	DEF	AGILITY	EXPER	GOLD CAR
996	26	535	645	115	6200	95G

These big-boned fellows are no fans of magic, and prefer to protect their pals while waiting for a critical to come good.

Statues possessed by ruinous spirits, they blindly obey their masters' orders, and stamp out all who stand against them.

NORMAL DROP: Hades' helm (1/64) ★★★★★★★

RARE DROP: Hela's hammer (1/128) ★★★★★★★

ACTIONS: attack, critical hit, Forbearance
REGULAR HAUNTS: grotto

244 RASHAVERAK — DRAGON FAMILY

HP	MP	ATK	DEF	AGILITY	EXPER	GOLD CAR
1124	30	707	604	98	6600	36G

Worryingly weighty wyrms whose sheer size shocks anyone not sufficiently impressed by their spine-chilling strength.

Should day suddenly turn to night, turn a wary eye to the skies — it could be a company of rampaging rashaveraks.

NORMAL DROP: dragon scale (1/8) ★★★★★★★

RARE DROP: brighten rock (1/64) ★★★★★★★

ACTIONS: attack, Burning Breath, calls for backup (rashaverak)
REGULAR HAUNTS: grotto

245 MASTER MOOSIFER — DEMON FAMILY

HP	MP	ATK	DEF	AGILITY	EXPER	GOLD CAR
1056	40	684	648	308	7600	175G

They can tense up in an instant, and have hellishly hot halitosis. Also able to impair attack with a filthy fog.

When they know their time has come, they voyage to the valley at the end of the underworld, and calmly breathe their last.

NORMAL DROP: magic beast hide (1/8) ★★★★★★★

RARE DROP: raging ruby (1/128) ★★★★★★★

ACTIONS: attack, blazing fire, raises Tension to max, Air Pollution
REGULAR HAUNTS: grotto

246 VERMIL LION — BEAST FAMILY

HP	MP	ATK	DEF	AGILITY	EXPER	GOLD CAR
1378	36	564	626	455	8120	200G

They expunge spells with Disruptive Wave and burp forth black breath. Also able to mend themselves by meditating.

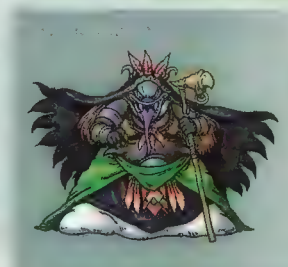
Cobbled together from bits of various beasts by degenerate demons, they curse their unhappy existence.

NORMAL DROP: beast claws (1/128) ★★★★★★★

RARE DROP: divine dress (1/128) ★★★★★★★

ACTIONS: attack, Meditation, Disruptive Wave, fang bite, Feel the Burn, Dark Breath
REGULAR HAUNTS: grotto

247 SLUGLY BETTY — DEMON FAMILY



HP	MP	ATK	DEF	AGILITY	EXPER	GOLD CAR
1477	120	404	236	170	5500	158G

Warty, weighty witches who watch over their own with support spells. Irksome if they cast Kazing or Magic Barrier.

They may look monstrous, but they love nothing more than looking after the little beasties of river, sea, and shore.

NORMAL DROP: watermaul wand (1/64) ★★★★★★★

RARE DROP: nomadic deel (1/128) ★★★★★★★

ACTIONS: attack, Kazing, Magic Barrier, Kabuff, Drain Magic
REGULAR HAUNTS: the Lonely Coast (high ground), grotto

248 MOAI MINSTREL — MATERIAL FAMILY

HP	MP	ATK	DEF	AGILITY	EXPER	GOLD CAR
518	20	368	567	206	5880	103G

Those facing these po-faced Pierrots should overcome the urge to laugh — a clout with Kamikazee just isn't funny.

Their face paint is put on by boa bishops, who say it brings victory. Their real faces are rather handsome.

NORMAL DROP: narspicious (1/32) ★★★★☆☆☆

RARE DROP: witch's hat (1/64) ★★★☆☆☆☆

ACTIONS: attack, funny face (entire party may become inactive), Gritty Ditty, Kamikazee
REGULAR HAUNTS: grotto

249 BOOGIE MANGUINI — DEMON FAMILY

HP	MP	ATK	DEF	AGILITY	EXPER	GOLD CAR
488	20	402	478	393	5230	149G

Dancing yellow devils who know every step there is — not just the support steps, but Tension-building tactical ones too.

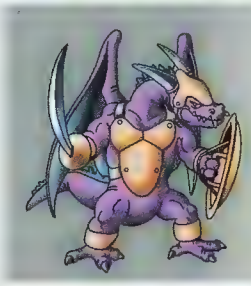
The young ones are nicknamed "yellow bellies," but they're not too pleased to have this pointed out by their beastly brethren.

NORMAL DROP: wing of bat (1/8) ★★★★★★☆

RARE DROP: lunaria (1/64) ★★★☆☆☆☆

ACTIONS: attack, rhumba (raises Tension), Hustle Dance, Kerplunk Dance, fang bite
REGULAR HAUNTS: grotto

250 MANDRAKE MONARCH — DRAGON FAMILY



HP	MP	ATK	DEF	AGILITY	EXPER	GOLD CAR
735	32	486	496	250	5000	167G

Well-balanced, wickedly talented warriors. When they meet with awkward opposition, they call on their companions.

The rings around their wrists and ankles aren't armour — they're weights to keep them working out even while warring.

NORMAL DROP: dragon scale (1/16) ★★★★★★☆

RARE DROP: veteran's helm (1/128) ★★☆☆☆☆☆

ACTIONS: attack, ready to dodge any attack, call for backup (mandrake monarch)
REGULAR HAUNTS: grotto

251 BLING BADGER — BEAST FAMILY

HP	MP	ATK	DEF	AGILITY	EXPER	GOLD CAR
445	80	394	495	315	5800	196G

Grandmasters of the Way of the Badja, these shining paragons bring both brains and brawn to bear in their supreme style.

Legend tells that when the badjas bow down to their sacred solid-gold statue, the bling badgers come to save them.

NORMAL DROP: magic beast hide (1/8) ★★★★★★☆

RARE DROP: Yggdrasil leaf (1/128) ★★☆☆☆☆☆

ACTIONS: attack, Bounce, Kaswoosh, Kasap
REGULAR HAUNTS: grotto

252 PRIME SLIME — SLIME FAMILY

HP	MP	ATK	DEF	AGILITY	EXPER	GOLD CAR
914	24	445	375	432	5600	178G

Legendary slime soldiers who amplify their attack with Oomph, and whose lightning speed lets them attack twice on the trot.

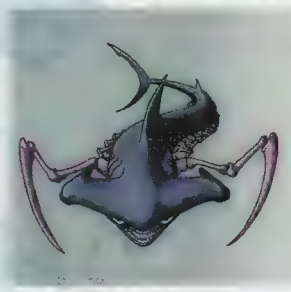
Rumours abound about these brutal blobs. Some say they're heaven-sent, others that they're the saviours of slimekind.

NORMAL DROP: Valkyrie sword (1/64) ★★★☆☆☆☆

RARE DROP: falcon blade (1/128) ★★☆☆☆☆☆

ACTIONS: attack, Multislash, Oomph, Thunder Slash
REGULAR HAUNTS: grotto

253 HAMMER HORROR — AQUATIC FAMILY



HP	MP	ATK	DEF	AGILITY	EXPER	GOLD CAR
874	54	586	586	375	6400	145G

They whip up a storm with Thin Air, and engulf all in evil with their dark breath. Embrace the light to end their existence.

They loathe the light, and long to lord it over a world wrapped in the dank darkness of the ocean depths.

NORMAL DROP: heavy handwear (1/32) ★★★★☆☆☆

RARE DROP: cobra claws (1/128) ★★☆☆☆☆☆

ACTIONS: attack, critical hit, Thin Air, Dark Breath
REGULAR HAUNTS: grotto

254 DRAKULORD — DRAGON FAMILY

HP	MP	ATK	DEF	AGILITY	EXPER	GOLD CAR
1414	∞	725	404	286	6800	65G

Their HP is so high they're nigh unkillable, they're hard to hurt with earth and fire, and their skills hit everyone. Watch out!

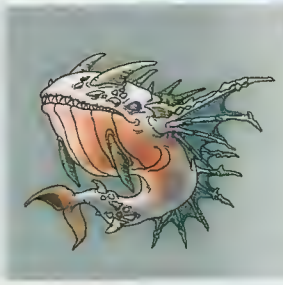
They're named for the fact that they're lords of the lizardly martial arts, but they have the potential to grow even greater.

NORMAL DROP: dragon scale (1/8) ★★★★★★☆

RARE DROP: dragon claws (1/64) ★★★☆☆☆☆

ACTIONS: attack, Boulder Toss, slashes with claws, Psyche Up, pounds ground (attacks entire party)
REGULAR HAUNTS: grotto

255 PALE WHALE — AQUATIC FAMILY



HP	MP	ATK	DEF	AGILITY	EXPER	GOLD CAR
1456	126	748	586	79	7500	126G

Deep-sea dwellers that blind foes with Dazzleflash and blaze a trail with their bright breath. Darkness can defeat them.

They were the first beasts that the Grand Architect Zenus placed in the oceans in the days of creation.

NORMAL DROP: superior medicine (1/16) ★★★★★★☆

RARE DROP: wizard's hat (1/128) ★★☆☆☆☆☆

ACTIONS: attack, critical hit, Dazzleflash, blinding light (attacks entire party)
REGULAR HAUNTS: grotto

256 SEAVERN — AQUATIC FAMILY

HP	MP	ATK	DEF	AGILITY	EXPER	GOLD CAR
1127	64	686	546	126	7000	87G

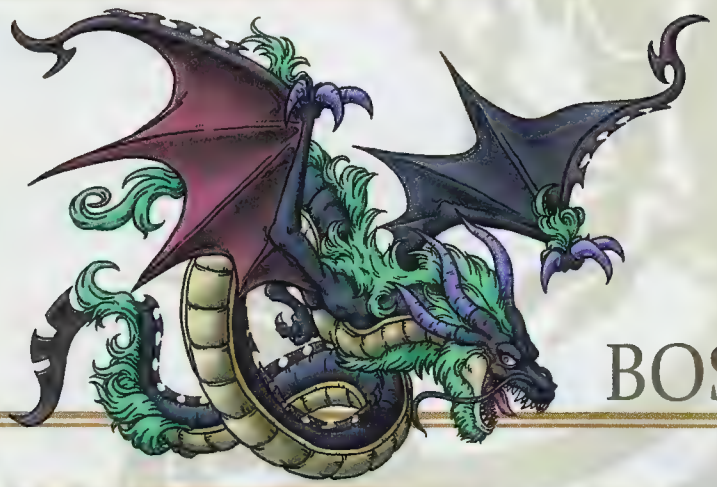
True masters of the sea, these supreme seasaurs scare foes silly with a blood-curdling cry, then smash them with a tsunami.

Dealers of watery death, they rise from the depths to bring terror and destruction to all the oceans of the world.

NORMAL DROP: saint's ashes (1/32) ★★★★★★★

RARE DROP: cobra fan (1/64) ★★★★★★★

ACTIONS: attack, critical hit, great tidal wave (attacks entire party), Raging Roar
REGULAR HAUNTS: grotto



BOSSES

257 HEXACOON — BEAST FAMILY

HP	MP	ATK	DEF	AGILITY	EXPER	GOLD CAR
93	18	30	22	11	175	100G

Hideous hulk that once prowled the passages of the Hexagon, preying on travellers. The earth shakes with its every step.

Its diet consists mainly of rocks and boulders, and it loves dark places, so the Hexagon made a marvellous home.

NORMAL DROP: magic beast hide (100%) ★★★★★★★

RARE DROP: - ★★★★★★★

ACTIONS: attack, ground attack (attacks entire party)
REGULAR HAUNTS: Hexagon

258 WIGHT KNIGHT — ZOMBIE FAMILY

HP	MP	ATK	DEF	AGILITY	EXPER	GOLD CAR
296	∞	53	50	45	800	200G

Black-clad knight errant who once terrorised the people of Stornway in mistaken search of his long-lost love.

He was actually once a handsome young chevalier whose fair face set hearts aflutter in the castle.

NORMAL DROP: iron gauntlets (100%) ★★★★★★★

RARE DROP: - ★★★★★★★

ACTIONS: attack, Multithrust, Bolt Cutter, Heal
REGULAR HAUNTS: Loch Storn

259 MORAG — DEMON FAMILY

HP	MP	ATK	DEF	AGILITY	EXPER	GOLD CAR
456	∞	56	58	54	1600	350G

Came to bring destruction to Brigadoom, but was rather taken with the Wight Knight, so sealed herself away with him instead.

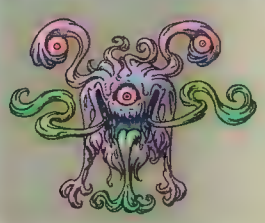
She chose to bring gloom to Brigadoom for reasons related to the darkest parts of the heart.

NORMAL DROP: high heels (100%) ★★★★★★★

RARE DROP: - ★★★★★★★

ACTIONS: attack, Crack, eyes flash (attacks entire party), HP Hoover, Victimiser, Puff Puff (target may become inactive)
REGULAR HAUNTS: Brigadoom

260 RAGIN' CONTAGION — ELEMENTAL FAMILY



HP	MP	ATK	DEF	AGILITY	EXPER	GOLD CAR
696	∞	68	68	50	2295	600G

The very essence of illness, it was sealed up in the Quarantomb for a century, but came back to curse Coffinwell once more.

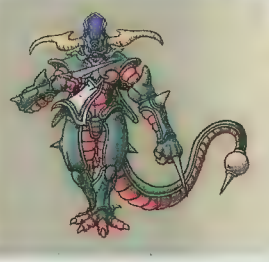
This toxic pox was created to ensure that the nameless terror that slept in the Quarantomb stayed sealed inside forever.

NORMAL DROP: royal soil (100%) ★★★★★★★

RARE DROP: - ★★★★★★★

ACTIONS: attack, envenomate attack, Sweet Breath, Kasap, Decelerate
REGULAR HAUNTS: Quarantomb

261 MASTER OF NU'UN — ??? FAMILY



HP	MP	ATK	DEF	AGILITY	EXPER	GOLD CAR
796	∞	80	78	56	2904	780G

Jack of Alltrades ate a fygg that had fallen from above in a bid to become god-like, but turned into this hideous beast instead.

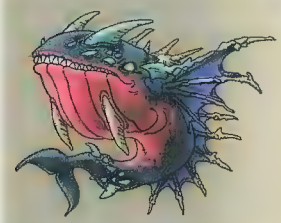
Jack spent some time thinking up his god name, toying with "High Jack" and "Jackri-lege" before settling on "Master of Nu'un."

NORMAL DROP: lava lump (100%) ★★★★★★★

RARE DROP: - ★★★★★★★

ACTIONS: attack, lightning (attacks entire party), Woosh, posh biscuits, Buff, Drain Magic
REGULAR HAUNTS: Tower of Trades

262 LLEVIATHAN — AQUATIC FAMILY



HP	MP	ATK	DEF	AGILITY	EXPER	GOLD CAR
1256	32	110	90	36	4134	960G

The people of Porth Llaffan worshipped this watery deity, which was really Dylan Jones in fygg-changed form.

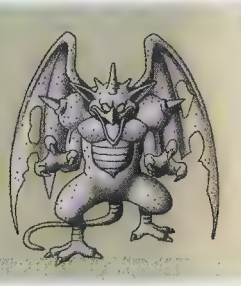
He once swam with countless companions in the seas around Newid Isle, but Lleviathan is now sadly the last of his kind.

NORMAL DROP: emerald moss (100%) ★★★★★★★

RARE DROP: celestial skein (100%) ★★★★★★★

ACTIONS: attack, critical hit, tidal wave (attacks entire party), great tidal wave (attacks entire party), Party Pooper
REGULAR HAUNTS: Cuddiedig Cliff

263 GARTH GOYLE — MATERIAL FAMILY



HP	MP	ATK	DEF	AGILITY	EXPER	GOLD CAR
1054	∞	120	125	66	4134	1250G

This stone sentry was created to stand guard over Zere Rocks. It seemed to be looking for someone called Mason…

Having lost its granite guardian, the statuesque town of Zere Rocks will surely now crumble into dust and blow away…

NORMAL DROP: terrible tattoo (100%) ★★★★★★★

RARE DROP: - ★★★★★★★

ACTIONS: attack, stamps with giant foot, pounds ground (attacks entire party), Psyche Up, Magic Barrier, Kabuff
REGULAR HAUNTS: Zere Rocks

264 TYRANTULA — BUG FAMILY

HP	MP	ATK	DEF	AGILITY	EXPER	GOLD CAR
1098	36	100	154	96	5231	1500G

An enormous arachnid that dwelt deep in the Bad Cave, soaking up poison and perniciousness until she morphed into a man-eater.

It is said that she made meals of travellers lost in her cave to feed her clutch of countless eggs.

NORMAL DROP: tangleweb (100%) ★★★★★★★

RARE DROP: - ★★★★★★★

ACTIONS: attack, Wind Sickles, Venomissile, weaves web (target may become inactive), Eerie Light
REGULAR HAUNTS: Bad Cave

265 GRAND LIZZIER — DRAGON FAMILY

HP	MP	ATK	DEF	AGILITY	EXPER	GOLD CAR
1276	40	200	158	85	6200	1750G

The fygg-altered form of the Queen of Gleeba's little lizard pal, who it turned out held a torch for his mistress all along.

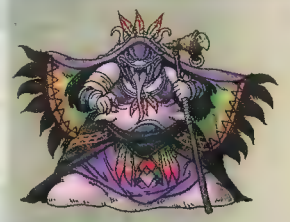
He though that eating a fygg would turn him into a mortal, but it only moved him up a short rung on the evolutionary ladder.

NORMAL DROP: dragon scale (100%) ★★★★★★★

RARE DROP: - ★★★★★★★

ACTIONS: attack, slashes with claws, fierce fire, War Cry
REGULAR HAUNTS: plumbed depths

266 LARSTASTNARAS — DEMON FAMILY



HP	MP	ATK	DEF	AGILITY	EXPER	GOLD CAR
1562	∞	140	150	95	8200	2000G

The true form of Sarantsatsral, the wicked witch who tried to take control of the plains by bending Batkhaan's ear.

She was once a run-of-the-mill nobody of a monster, but found a fygg and her fortunes changed for the fatter.

NORMAL DROP: enchanted stone (100%) ★★★★★★★

RARE DROP: - ★★★★★★★

ACTIONS: attack, Boom, Downwind, Dazzle, Magic Barrier
REGULAR HAUNTS: Batsureg

267 DREADMASTER — HUMANOID FAMILY

HP	MP	ATK	DEF	AGILITY	EXPER	GOLD CAR
1680	∞	160	170	125	10000	2550G

Harsh master of old-fashioned teaching techniques who held his extra-curricular sessions in the basement of Swined-imples.

He built his academy in the wintry wastelands to toughen up his pupils. The cheap land prices didn't hurt, either…

NORMAL DROP: sage's elixir (100%) ★★★★★★★

RARE DROP: - ★★★★★★★

ACTIONS: attack, Crackle, Zammle, Psyche Up, Double Trouble
REGULAR HAUNTS: the old school

268 GADRONGO — BEAST FAMILY

HP	MP	ATK	DEF	AGILITY	EXPER	GOLD CAR
2000	∞	206	214	138	12500	3050G

A stalwart soul sealed in a statue and bunged into a Bowhole to test contenders in combat when the time came.

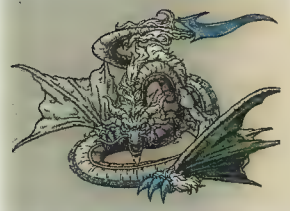
Wormwood creekers once thought the wyrmlight bow and Gadrongo were guises of a spirit who watched over the Wyrmward.

NORMAL DROP: ethereal stone (100%) ★★★★★★★

RARE DROP: - ★★★★★★★

ACTIONS: attack, critical hit, pounds ground (attacks entire party), Burning Breath, Heart Breaker, Blockenspiel
REGULAR HAUNTS: Bowhole

269 GREYGNARL — DRAGON FAMILY



HP	MP	ATK	DEF	AGILITY	EXPER	GOLD CAR
2280	50	188	214	145	15500	0G

One-time hero of the skies who watches over the world from up over Upover. Not too fond of celestrians for some reason.

This lizard lord of light chased the Empire out of Upover three hundred years ago, and they've never forgotten the slight.

NORMAL DROP: dragon scale (100%) ★★★★★★★

RARE DROP: - ★★★★★★★

ACTIONS: attack, slashes with claws, fierce fire, terrible lightning (attacks entire party), blinding light (attacks entire party)
REGULAR HAUNTS: Magmaroo

270 GORETHAM-HOGG — BEAST FAMILY

HP	MP	ATK	DEF	AGILITY	EXPER	GOLD CAR
2470	40	196	192	130	17500	3550G

One of the Triumgorate. He sealed those who fell from the skies in cells and sucked out their power.

Was burnt to a cinder by Greygnarl's blazing breath three centuries ago, and brought back as a horrific hog.

NORMAL DROP: tough guy tattoo (100%) ★★★★★★★

RARE DROP: densinium (100%) ★★★★★★★

ACTIONS: attack, critical hit, ball and chain swing (attacks entire party), Psyche Up
REGULAR HAUNTS: Gortress, Realm of the Mighty

271 HOOTINGHAM-GORE — BIRD FAMILY

HP	MP	ATK	DEF	AGILITY	EXPER	GOLD CAR
1854	∞	125	238	148	18500	4050G

One of the Triumgorate. Used stolen celestial power to bring back Barbarus and bend him to the will of the Empire.

Threw his lot in with the ghastly Gittish Empire three hundred years ago, and was brought back as a beastly bird.

NORMAL DROP: sage's elixir (100%) ★★★★★★★

RARE DROP: malicite (100%) ★★★★★★★

ACTIONS: Swoosh, Frizzle, Kafrizz, Spooky Aura, Bounce, Fuddle
REGULAR HAUNTS: Gittingham Palace, Realm of the Mighty

272 GORESBY-PURRVIS — BEAST FAMILY

HP	MP	ATK	DEF	AGILITY	EXPER	GOLD CAR
2306	25	220	256	162	20000	4550G

One of the Triumgorate. A swordsman who swore allegiance to the Empire hoping to meet with some worthy adversaries.

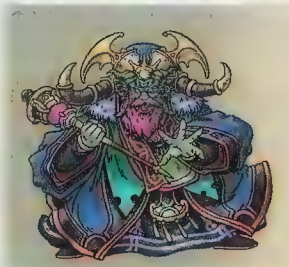
Died faithfully protecting his master some three hundred years ago, and was brought back in a new feline form.

NORMAL DROP: Fizzle foil (100%) ★★★★★★★

RARE DROP: agility ring (100%) ★★★★★★★

ACTIONS: attack, upward slice (chance of knocking down), Hatchet Man, Multislash, Flame Slash, Kacrackle Slash
REGULAR HAUNTS: Gittingham Palace, Realm of the Mighty

273 KING GODWYN — ??? FAMILY



HP	MP	ATK	DEF	AGILITY	EXPER	GOLD CAR
1970	∞	168	266	145	0	0G

Cruel king of the Gittish Empire who tasked the Triumgorate with seeking out the fyggs so he could rule the world.

His evil spread across the world three centuries ago, when he fought Greygnarl and his gang. His death is shrouded in mystery.

NORMAL DROP: - ★★★★★★★

RARE DROP: - ★★★★★★★

ACTIONS: attack, flings ball from staff (attacks entire party), Kafrizz, Thin Air (attacks entire party), Disruptive Wave
REGULAR HAUNTS: Gittingham Palace

274 KING GODWYN — ??? FAMILY

HP	MP	ATK	DEF	AGILITY	EXPER	GOLD CAR
3250	∞	220	266	155	26500	6000G

King Godwyn of the House of Gitt's ultimate form. Far fiercer than any of the Triumgorate, he was a truly formidable foe.

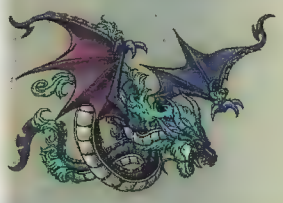
Consumed by his ambitions of three centuries ago, he tried to use the fyggs to take over the world. He also murdered Aquila.

NORMAL DROP: Sceptre of Gitt (100%) ★★★★★★★

RARE DROP: - ★★★★★★★

ACTIONS: attack, critical hit, Kafrizz, Inferno (attacks entire party), Kabuff, Disruptive Wave, Magic Barrier
REGULAR HAUNTS: Gittingham Palace

275 BARBARUS — DRAGON FAMILY



HP	MP	ATK	DEF	AGILITY	EXPER	GOLD CAR
3098	∞	238	288	160	32500	0G

Greygnarl's nefarious nemesis. He was defeated long ago, but the Empire brought him back to wreak havoc once more.

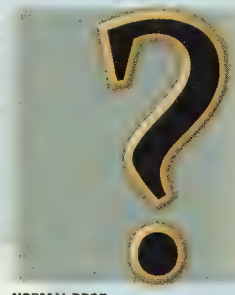
He and Greygnarl once formed a duality of darkness and light, but his memory of this beneficial balance has been obliterated.

NORMAL DROP: Yggdrasil leaf (100%) ★★★★★★★

RARE DROP: - ★★★★★★★

ACTIONS: attack, slashes with claws, Kazam, Dark Breath, War Cry, Wave of Panic (decreases party's defence and agility)
REGULAR HAUNTS: Realm of the Mighty

276 CORVUS — ??? FAMILY



HP	MP	ATK	DEF	AGILITY	EXPER	GOLD CAR
3000	255	252	272	180	28500	0

One-time guardian of Wormwood Creek. His tragic fate drove him to renounce his faith in gods, mortals, and celestrians alike.

Met Serena in Wormwood Creek three centuries ago. Tried to protect the mortals, but was entrapped by the Empire.

NORMAL DROP: - ★★★★★★★

RARE DROP: - ★★★★★★★

ACTIONS: attack, drop from sky, Kaswoosh, terrible lightning (attacks entire party), Disruptive Wave, Psyche Up, laughs confidently (misses turn)
REGULAR HAUNTS: Realm of the Mighty

276 CORVUS — ??? FAMILY

HP	MP	ATK	DEF	AGILITY	EXPER	GOLD CAR
3000	255	252	272	180	40000	0

Brought the broken Gittish Empire back from beyond to help him wreak vengeance on the mortals and gods he so despised.

Aquila's former teacher, his sad fate resulted in him losing himself in his hatred of mortalkind and trying to destroy the world.

NORMAL DROP: -
★★★★★★★

RARE DROP: -
★★★★★★★

ACTIONS: attack, critical hit, drop from sky, combo attack (attacks entire party), Lightning Storm, Kafrizz, Chilly Breath, Burning Breath, Dark Breath, Psyche Up, Lullab-Eye, Disruptive Wave, Restores MP, Meditation, Magic Burst, laughs confidently (misses turn)
REGULAR HAUNTS: Realm of the Mighty

278 YORE — ??? FAMILY

HP	MP	ATK	DEF	AGILITY	EXPER	GOLD CAR
4220	∞	258	328	148	36500	4200G

An ancient evil confined in a casket beneath Stornway castle three hundred years ago by the king of that bygone age.

Had a contract with the evil Empire to wipe out not just the people of Stornway, but the entire population of the world.

NORMAL DROP: aggressence (100%)
★★★★★★★

RARE DROP: -
★★★★★★★

ACTIONS: attack, critical hit, blinding light (attacks entire party), Blunt, Oomph, Kabuff, Kasap, Psyche Up, Disruptive Wave
REGULAR HAUNTS: Stornway Castle

279 ROVER — BEAST FAMILY

HP	MP	ATK	DEF	AGILITY	EXPER	GOLD CAR
3200	0	321	298	164	42500	3750

Vicious guard dog of the Inntouchables. Only heeds the instructions of the infamous Al Capinne.

Was left as a pup on Al Capinne's doorstep. He raised the little rascal, and watched him grow into a deadly drastic dracka!!

NORMAL DROP: magic beast hide (100%)
★★★★★★★

RARE DROP: -
★★★★★★★

ACTIONS: attack, fang bite, Chilly Breath, vigorous attack, pounds ground (attacks entire party)
REGULAR HAUNTS: plumbed depths

280 KING GODFREY — ??? FAMILY

HP	MP	ATK	DEF	AGILITY	EXPER	GOLD CAR
6575	255	450	400	220	42000	4750

Spirit of Godfrey of the House of Gitt, who dozed in the depths of the Quarantomb, northwest of Coffinwell.

Planned to hand over the castle and kingship of Coffinwell when his son Godwyn came of age, but was killed before he could.

NORMAL DROP: ruby of protection (100%)
★★★★★★★

RARE DROP: -
★★★★★★★

ACTIONS: attack, Kafrizz, flings ball from staff (attacks entire party), Kacrack, Disruptive Wave, Thin Air, Kasap
REGULAR HAUNTS: Gittingham Palace

281 TYRANNOSAURA WRECKS — ??? FAMILY

HP	MP	ATK	DEF	AGILITY	EXPER	GOLD CAR
7250	255	420	425	225	45550	5000

Goddess of destruction from a different dimension. She can reduce continents to dust with a single digit.

Eldest girl of the Hackson Five, she killed older brother Tyrannosaurus Wrocks, and youngsters Wracks and Wrucks.

NORMAL DROP: raging ruby (100%)
★★★★★★★

RARE DROP: -
★★★★★★★

ACTIONS: attack, critical hit, Kacrack, Starfall, Fizzle, Disruptive Wave, Meditation
REGULAR HAUNTS: Starlight Express

282 NODOPH — BEAST FAMILY

HP	MP	ATK	DEF	AGILITY	EXPER	GOLD CAR
7000	0	425	420	415	46800	5120

Sleeps atop the Tower of Nod. Lost his powers three hundred years ago when he and Celestria went to Gittingham Palace.

Created by the Grand Architect Zenus to destroy mortalkind, but had his hatred for humanity soothed by Serena.

NORMAL DROP: dragon scale (100%)
★★★★★★★

RARE DROP: -
★★★★★★★

ACTIONS: attack, Chilly Breath, vigorous attack, fang bite, pounds ground (attacks entire party)
REGULAR HAUNTS: Tower of Nod

283 EQUINOX — BEAST FAMILY

HP	MP	ATK	DEF	AGILITY	EXPER	GOLD CAR
1800	∞	180	180	117	10000	825G

Ceaseless steed of death that tirelessly travels the skies, taking the lives of all in his path. Also known as the Black Star.

Gallops freely through the night skies, and answers only to the stars. Once had an entirely different form...

NORMAL DROP: dragontail whip (10%)
★★★★★★★

RARE DROP: Vesta gauntlets (2%)
★★★★★★★

ACTIONS: attack, Dark Breath, Lightning Storm, Wave of Panic, Weakening Wave
REGULAR HAUNTS: grotto

284 NEMEAN — BEAST FAMILY

HP	MP	ATK	DEF	AGILITY	EXPER	GOLD CAR
2800	∞	225	240	132	15000	967G

This ultimate being combines the best of nature's creations, and its heavenly form has earned it the nickname "Godbeloved."

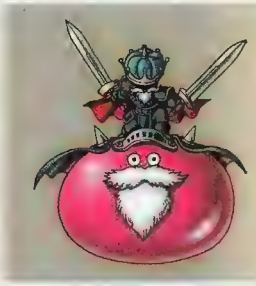
It was once able to speak the mortal tongue, but has forgotten both that and its true form in its long years of captivity.

NORMAL DROP: fire claws (10%)
★★★★★★★

RARE DROP: invincible trousers (2%)
★★★★★★★

ACTIONS: attack, slashes with claws, Inferno, Disruptive Wave
REGULAR HAUNTS: grotto

285 SHOGUM — SLIME FAMILY



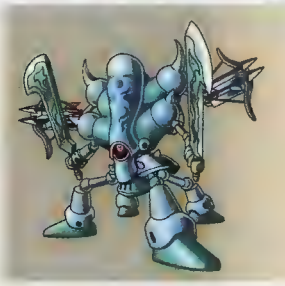
HP	MP	ATK	DEF	AGILITY	EXPER	GOLD CAR
3600	∞	242	298	130	19000	1110G

A slime so saturated with fighting spirit that its body has turned from blue to red. Doesn't know the meaning of defeat.

Master of the slime armies, he searches ceaselessly for his nine long-lost companions.

NORMAL DROP: miracle sword (5%) ★☆☆☆☆☆☆
RARE DROP: apprentice's gloves (2%) ★☆☆☆☆☆☆
ACTIONS: attack, critical hit, killer combo, Kaboom, Disruptive Wave, calls for backup (king cureslime)
REGULAR HAUNTS: grotto

286 TRAUMINATOR — MACHINE FAMILY



HP	MP	ATK	DEF	AGILITY	EXPER	GOLD CAR
4000	∞	264	354	148	25500	1252G

Senses the life force of flesh-and-blood beings, and can't stop killing until every trace is erased from its environs.

This mad mechanical murder machine is thought to have existed since the very dawn of time itself.

NORMAL DROP: pro's axe (5%) ★☆☆☆☆☆☆
RARE DROP: hero's boots (2%) ★☆☆☆☆☆☆
ACTIONS: attack, violent slashing attack, volley of arrows (attacks entire party), Gigaslash, laser beam (attacks entire party)
REGULAR HAUNTS: grotto

287 ELUSID — DRAGON FAMILY

HP	MP	ATK	DEF	AGILITY	EXPER	GOLD CAR
4300	∞	264	338	160	25500	1395G

Mere mention of this paragon of perniciousness is enough to send even practised pugilists into paroxysms of panic.

This myth-enshrouded monster is the main focus of many a mad theory, but only the Almighty knows the truth of its origins…

NORMAL DROP: supernatural specs (5%) ★☆☆☆☆☆☆
RARE DROP: sensible sandals (2%) ★☆☆☆☆☆☆
ACTIONS: attack, Kafrizz, Kacrack, Kaboom, Psyche Up
REGULAR HAUNTS: grotto

288 SIR SANGUINUS — ZOMBIE FAMILY

HP	MP	ATK	DEF	AGILITY	EXPER	GOLD CAR
5200	∞	319	377	182	40000	1537G

A crimson crusader who spurs his steed ever onward in search of victims in whose blood he can bathe.

Not just his armour, but his body itself is built of blood, and he uses the claret of those he kills to strengthen his sanguine self.

NORMAL DROP: sacred armour (5%) ★☆☆☆☆☆☆
RARE DROP: brain drainer (2%) ★☆☆☆☆☆☆
ACTIONS: attack, critical hit, Multithrust, Kacrack, Disruptive Wave, Magic Barrier
REGULAR HAUNTS: grotto

289 ATLAS — DEMON FAMILY

HP	MP	ATK	DEF	AGILITY	EXPER	GOLD CAR
6500	∞	462	274	163	50000	1680G

A humongous hulk who's as big as a house. Ponds appearing in towns and villages are duly dubbed "Atlas' footprints."

A giant thought to be older than time itself. Some say that he lived in the palace of an almighty realm before being sealed away.

NORMAL DROP: giant's hammer (5%) ★☆☆☆☆☆☆
RARE DROP: tropotoga (2%) ★☆☆☆☆☆☆
ACTIONS: attack, critical hit, Crackerwhack
REGULAR HAUNTS: grotto

290 HAMMIBAL — BEAST FAMILY

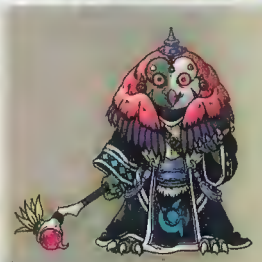
HP	MP	ATK	DEF	AGILITY	EXPER	GOLD CAR
6000	100	372	442	188	60000	1822G

An impeccably armoured and impressively massive monster who may look mean, but has a huge heart as well.

Once lived in a lovely palace with his equally lovely daughter, but woke one day to find himself sealed away in a grotto.

NORMAL DROP: warrior's armour (5%) ★☆☆☆☆☆☆
RARE DROP: hallowed helm (2%) ★☆☆☆☆☆☆
ACTIONS: attack, ball and chain huge swing (attacks entire party), Psyche Up, Raging Roar
REGULAR HAUNTS: grotto

291 FOWLEYE — BIRD FAMILY



HP	MP	ATK	DEF	AGILITY	EXPER	GOLD CAR
5200	∞	382	418	216	65000	1965G

His evil eyes bring calamity wherever their gaze falls. When not fighting, he keeps them closed and feigns friendliness.

An unbelievable evil who feasts on the souls of the weak to feed the dour power that resides in his almighty eyes.

NORMAL DROP: Minerva's mitre (5%) ★☆☆☆☆☆☆
RARE DROP: spring breeze hat (2%) ★☆☆☆☆☆☆
ACTIONS: Kazam, Kaswoosh, Divine Intervention, Bounce, Disruptive Wave, Lullab-Eye
REGULAR HAUNTS: grotto

292 EXCALIPURR — BEAST FAMILY

HP	MP	ATK	DEF	AGILITY	EXPER	GOLD CAR
6600	∞	430	430	232	70000	2107G

A spectacularly skilled lord of the sword, and wielder of a bewitched blade that can only be used by those it chooses.

Deems very few worthy of facing him, as his sword is said to sing with the power of the Almighty Himself.

NORMAL DROP: tactical vest (5%) ★☆☆☆☆☆☆
RARE DROP: victorious armour (2%) ★☆☆☆☆☆☆
ACTIONS: attack, upward slice (chance of knocking down), Multislash, Hatchet Man, Feel the Burn, Disruptive Wave
REGULAR HAUNTS: grotto

293 TYRANNOSAURUSWRECKS — ??? FAMILY

HP	MP	ATK	DEF	AGILITY	EXPER	GOLD CAR
12500	255	600	600	400	75000	2250

A supremely destructive demon that broke free from the book in which he was sealed by a supreme sage ages ago.

The wickedest of the Hackson Five. He wanted to destroy the world, but was stopped by a saintly sage.

NORMAL DROP: gold bar (10%)
RARE DROP: angel's robe (2%)

ACTIONS: attack, critical hit, Kaboom, Kafrizz, Kazam, Kazammle, Psyche Up, Disruptive Wave, Meditation, Drain Magic
REGULAR HAUNTS: grotto

294 GREYGNARL — DRAGON FAMILY

HP	MP	ATK	DEF	AGILITY	EXPER	GOLD CAR
1770	0	198	198	132	80000	2392

The hero of the skies, back from the dead after his supposed slaying, and more mindblowingly mighty than ever.

It was Barbarus the dark who brought back Greygnarl the light, his second brother after Styrmling the sacred.

NORMAL DROP: Yggdrasil leaf (100%)
RARE DROP: orichalcum (5%)

ACTIONS: attack, Raging Roar, apocalyptic lightning (attacks entire party), blinding light (attacks entire party), Disruptive Wave, exuberance (raises attack, defence, and agility), Magic Burst, Restores MP
REGULAR HAUNTS: grotto

295 DRAGONLORD — ??? FAMILY

HP	MP	ATK	DEF	AGILITY	EXPER	GOLD CAR
16000	255	900	500	400	63600	2490

Lizard lord who ravages all with great gusts of flame, and whose fire-retardant scales stop any such scorching in return.

This proud and mighty beast rules over all the dragon clans of the world with a high and haughty hand.

NORMAL DROP: mini medal (100%)
RARE DROP: red orb (5%-10%)

ACTIONS: attack, critical hit, blazing fire, Hellfire, Dark Breath, Party Pooper, Disruptive Wave
REGULAR HAUNTS: grotto

296 MALROTH — ??? FAMILY

HP	MP	ATK	DEF	AGILITY	EXPER	GOLD CAR
12500	255	700	650	420	64600	2490

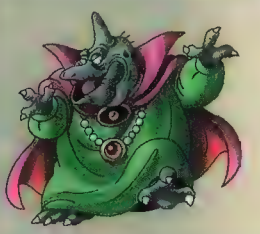
Brings about destruction by breathing both fire and ice, and disruption with Disruptive Wave. Hard to harm with darkness.

This deity of the damned enjoys nothing more than the sacrificed souls of his most sincere followers. Mmmmm!

NORMAL DROP: mini medal ()
RARE DROP: red orb ()

ACTIONS: attack, critical hit, blazing fire, Hellfire, C-C-Cold Breath, Psyche Up, Disruptive Wave, Moreheal, Fullheal, Blinder
REGULAR HAUNTS: grotto

297 BARAMOS — ??? FAMILY



HP	MP	ATK	DEF	AGILITY	EXPER	GOLD CAR
6500	∞	400	400	200	59600	2490G

Windproof king and wizard who wastes no time in whipping out Kaboom, Kafrizz, and all kinds of calamity-inducing conjury.

Takes great pleasure in obliterating people while they're busy poking fun at his bizarre appearance.

NORMAL DROP: mini medal (100%)
RARE DROP: silver orb (5%-10%)

ACTIONS: attack, Kaboom, Kaboomle, blazing fire, Hellfire, Kafrizz, Kafrizzle, critical hit, Disruptive Wave
REGULAR HAUNTS: grotto

298 ZOMA — ??? FAMILY

HP	MP	ATK	DEF	AGILITY	EXPER	GOLD CAR
6750	∞	525	415	240	70600	2490G

A truly intimidating opponent who can attack twice and use seriously strong spells. Lay into him with the power of light.

His unparalleled evil made him very popular with monsters, but he left the lands above to escape his screaming fans.

NORMAL DROP: mini medal (100%)
RARE DROP: silver orb (10%-15%)

ACTIONS: attack, critical hit, Kacrackle Slash, Kacrack, C-C-Cold Breath, Psyche Up, Air Pollution, Disruptive Wave, Bounce
REGULAR HAUNTS: grotto

299 PSARO — ??? FAMILY

HP	MP	ATK	DEF	AGILITY	EXPER	GOLD CAR
14000	255	700	700	420	65600	2490

Toughens up with Kabuff, then — Shazam! — hits hard with Kazam. Keep him under control with water-based warcraft.

A tragic figure who forsook his normal form to wreak revenge on the mortals who murdered his beloved.

NORMAL DROP: mini medal (100%)
RARE DROP: green orb (5%-10%)

ACTIONS: attack, critical hit, Kacrackle Slash, Kacrack, Kazam, Kazammle, Hellfire, C-C-Cold Breath, Sweet Breath, Kabuff, Meditation, Disruptive Wave, Whack, Thwack
REGULAR HAUNTS: grotto

300 ESTARK — ??? FAMILY

HP	MP	ATK	DEF	AGILITY	EXPER	GOLD CAR
9800	255	800	800	420	72600	2490

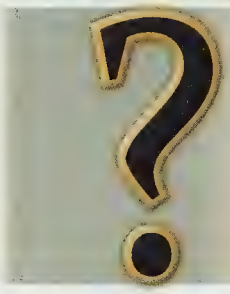
Not only can he pound opponents with Kafrizzle and Kaboom, but he packs a powerful punch as well. Good luck!

This emperor of the underworld evolved into his horrific form after hibernating for many millennia.

NORMAL DROP: mini medal (100%)
RARE DROP: green orb (10%-15%)

ACTIONS: attack, critical hit, Gigagash, Kaboom, Kafrizzle, Kaboomle, Hellfire, blazing fire, C-C-Cold Breath, Psyche Up, Disruptive Wave
REGULAR HAUNTS: grotto

301 NIMZO — ??? FAMILY



HP	MP	ATK	DEF	AGILITY	EXPER	GOLD CAR
15000	255	750	600	400	66600	2490

Likes to kick in with Kaboom after taking the edge off his enemies by casting Bounce and Kasap.

Some thought he could only command from afar, but he has more than enough mental and physical ability to rule the world.

NORMAL DROP: mini medal (100%) ★★★★★★★

RARE DROP: blue orb (5%-10%) ★☆☆☆☆☆☆

ACTIONS: attack, critical hit, Kaboom, Kafrizz, Kafrizzle, Hellfire, Kaboomle, blazing fire, Bounce, Kasap, Disruptive Wave, Air Pollution, Meditation

REGULAR HAUNTS: grotto

302 MURDAW — ??? FAMILY

HP	MP	ATK	DEF	AGILITY	EXPER	GOLD CAR
11000	255	700	700	420	60600	2490

Casts Kasap to curb his enemies' enthusiasm, then curbs it further with Dazzleflash and Disruptive Wave.

Gains a hold over people by plunging them into a world of nightmares from which they can't escape. Never sleeps himself.

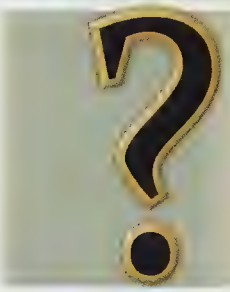
NORMAL DROP: mini medal (100%) ★★★★★★★

RARE DROP: yellow orb (5%-10%) ★☆☆☆☆☆☆

ACTIONS: attack, critical hit, blazing fire, Hellfire, C-C-Cold Breath, apocalyptic lightning (attacks entire party), Disruptive Wave, Dazzleflash, Kasap, Buff, Blinder

REGULAR HAUNTS: grotto

303 MORTAMOR — ??? FAMILY



HP	MP	ATK	DEF	AGILITY	EXPER	GOLD CAR
12500	255	650	700	420	67600	2490

Stares enemies into a slumber, then clobbers them with a Kafrizz and Kafrizzle. Can be damaged with darkness.

Assesses opponents' strength, then assumes a disguise to suit the situation. No one knows what he really looks like…

NORMAL DROP: mini medal (100%) ★★★★★★★

RARE DROP: yellow orb (10%-15%) ★★☆☆☆☆☆

ACTIONS: attack, Kafrizz, Kafrizzle, Kaswoosh, Kaswooshle, ferocious roar (attacks entire party), Hellfire, blazing fire, C-C-Cold Breath, Lullab-Eye, Magic Burst, Restores MP, Disruptive Wave

REGULAR HAUNTS: grotto

LEFT CLAW — ??? FAMILY

HP	MP	ATK	DEF	AGILITY	EXPER	GOLD CAR
6550	255	600	650	450	N/A	N/A

NORMAL DROP: minister's mittens (1/64) ★☆☆☆☆☆☆

ACTIONS: attack, slashes with claws, slap attack, Kazing

REGULAR HAUNTS: grotto

RIGHT CLAW — ??? FAMILY

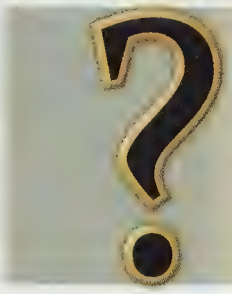
HP	MP	ATK	DEF	AGILITY	EXPER	GOLD CAR
5550	255	750	650	500	N/A	N/A

NORMAL DROP: guru's gloves (1/64)

ACTIONS: attack, slashes with claws, slap attack, Multiheal, Disruptive Wave

REGULAR HAUNTS: grotto

304 NOKTURNUS — ??? FAMILY



HP	MP	ATK	DEF	AGILITY	EXPER	GOLD CAR
18000	255	900	800	450	74600	2490

Improves his already eye-watering attack with Oomph, then smacks foes silly with a stupidly speedy assault.

Brutal bad-dream demon from another dimension. So strong that he makes Mortamor seem more like Snoretamore!

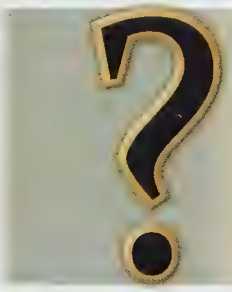
NORMAL DROP: mini medal (100%) ★★★★★★★

RARE DROP: (10%-15%) ★★☆☆☆☆☆

ACTIONS: attack, Hatchet Man, Falcon Slash, Kafrizzle, C-C-Cold Breath, blazing fire, Thin Air, Oomph, Buff, Lullab-Eye, Disruptive Wave, Magic Burst, Restores MP

REGULAR HAUNTS: grotto

305 ORGODEMIR — ??? FAMILY



HP	MP	ATK	DEF	AGILITY	EXPER	GOLD CAR
14000	255	700	700	450	68600	2490

Screams enemies into submission with a blood-curdling cry, then hits hard with Hellfire. Always attacks twice.

Doesn't like people to know he's really a dumpy dragon, so disguises himself as a dashing young dandy.

NORMAL DROP: mini medal (100%) ★★★★★★★

RARE DROP: blue orb (10%-15%) ★★☆☆☆☆☆

ACTIONS: attack, confuse attack, swat attack, Hellfire, Burning Breath, Chilly Breath, C-C-Cold Breath, Eerie Light, Venom Mist, Raging Roar, War Cry, Disruptive Wave

REGULAR HAUNTS: grotto

306 DHOULMAGUS — ??? FAMILY

HP	MP	ATK	DEF	AGILITY	EXPER	GOLD CAR
7000	∞	545	430	300	61600	2490G

Superfast attacker who likes to rush his foes off their feet, and whose Kacrack packs a kick. Not a fan of earth attacks.

Try not to be too annoyed by this self-satisfied clown laughing down his nose at you. Smack the smile off his smug old face!

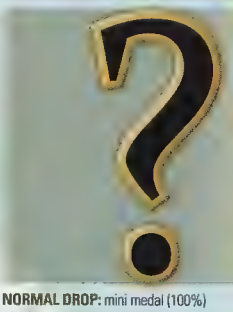
NORMAL DROP: mini medal (100%) ★★★★★★★

RARE DROP: purple orb (5%-10%) ★☆☆☆☆☆☆

ACTIONS: attack, Kacrackle Slash, combo attack (attacks entire party), Kazam, Kazammle, Kacrack, Hellfire, blazing fire, Break Down, War Cry, Raging Roar, Disruptive Wave

REGULAR HAUNTS: grotto

307 RHAPTHORNE — ??? FAMILY



HP	MP	ATK	DEF	AGILITY	EXPER	GOLD CAR
14000	255	750	700	400	69600	2490

Evil incantations and Kafrizz form just part of this portly demon's plan to exterminate his enemies. Lick him with light.

Some say his body is so big that it contains enough cursed power to contort the space-time continuum itself.

NORMAL DROP: mini medal (100%) ★★★★★★★

RARE DROP: purple orb (10%-15%) ★★☆☆☆☆☆

ACTIONS: attack, slap attack, flings ball from staff (attacks entire party), Kafrizz, Kafrizzle, Kaboom, Kaboomle, C-C-Cold Breath, Starfall, Wrath of the Gods, Disruptive Wave, Lullab-Eye, Magic Burst, Restores MP, Meditation, laughs confidently (misses turn)

REGULAR HAUNTS: grotto

Weapons

Swords

WAR THF MIN GLA ARM

COPPER SWORD

7 ATTACK

BUY 159 SELL 15

A commonplace clutter made of copper.

RARITY ★

FIZZLE FOIL

67 ATTACK

BUY -- SELL 5945

A slender sword that would suit a seriously skilled soldier.

RARITY ★

SOLDIER'S SWORD

13 ATTACK

BUY 240 SELL 120

A simple sword supplied to low-ranking castle custodians.

RARITY ★

IRON BROADSWORD

27 ATTACK

BUY 1000 SELL 500

A regular, wrought iron sword.

RARITY ★

WARRIOR'S SWORD

63 ATTACK

BUY -- SELL 3700

A biting blade favoured by battle-scarred brigands.

RARITY ★★★★★

STEEL BROADSWORD

45 ATTACK

BUY -- SELL 1900

A fully fledged fighting blade forged from steel.

RARITY ★★★★

RAPIER

19 ATTACK

BUY 480 SELL 240

A delightfully designed, slim-bladed sword.

RARITY ★★★★★

GIGASTEEL BROADSWORD

62 ATTACK

BUY -- SELL 3450

A refined steel blade of rip-roaring quality.

RARITY ★★★★½

CAUTERY SWORD

42 ATTACK

BUY 3000 SELL 1500

A sacred sword that flings flames if used as an item in battle.

RARITY ★☆☆☆☆

AURORA BLADE

70 ATTACK

BUY -- SELL 4700

A wondrous weapon that flings flames if used as an item in battle.

RARITY ★★☆☆☆

PLATINUM SWORD

51 ATTACK

BUY 4500 SELL 2250

A heralded hacker made from hard platinum.

RARITY ★☆☆☆☆

BANDIT BLADE

58 ATTACK

BUY 6300 SELL 3150

A sizeable sabre supremely suited to swindling sorts.

RARITY ★☆☆☆☆

VALKYRIE SWORD

64 ATTACK

BUY 7700 SELL 3850

A fine-edged blade wielded by famous female fighters.

RARITY ★☆☆☆☆

DRAGONSBANE

73 ATTACK

BUY 10000 SELL 5000

A mighty masher that's merciless even against the scales of dragons.

RARITY ★☆☆☆☆

DRAGON SLAYER

88 ATTACK

BUY -- SELL 12000

An even deadlier descendant of the dragonsbane.

RARITY ★★☆☆☆

FALCON BLADE

12 ATTACK

BUY 14800 SELL 7400

A sword so fast, it can slice an enemy twice in a single strike.

RARITY ★☆☆☆☆

ÜBER FALCON BLADE

26 ATTACK

BUY -- SELL 16800

A fiercer form of the falcon blade.

RARITY ★★☆☆☆

MIRACLE SWORD

77 ATTACK

BUY -- SELL 9250

A wonderful weapon that heals the holder's HP with every blow.

RARITY ★☆☆☆☆

SWORDS (continued)

ÜBER MIRACLE SWORD

93 ATTACK

BUY -- SELL 19500

A more mighty model of the miracle sword.

RARITY ★★☆☆☆

FIRE BLADE

83 ATTACK

BUY 21500 SELL 10750

A hot blade that spits forth flames if used as an item in battle.

RARITY ★☆☆☆☆

INFERNO BLADE

99 ATTACK

BUY -- SELL 22000

A fiery blade that spits forth flames if used as an item in battle.

RARITY ★★☆☆☆

METAL SLIME SWORD

110 ATTACK

BUY -- SELL 22500

A hard blade that carries incredible clout.

RARITY ★★☆☆☆

LIQUID METAL SWORD

124 ATTACK

BUY -- SELL 27000

An extremely hard blade that carries incredible clout.

RARITY ★★★☆☆

METAL KING SWORD

137 ATTACK

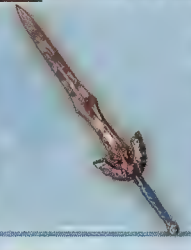
BUY -- SELL 30000

An incredibly hard blade that carries incredible clout.

RARITY ★★★☆☆

RUSTY SWORD

35 ATTACK



BUY -- SELL --

A shabby and unshiny sword whose origins are obscure.

RARITY ★★★☆☆

ERDRICK'S SWORD

158 ATTACK

BUY -- SELL --

A well-known weapon once wielded by a legendary lionheart.

RARITY ★★★★☆

STARDUST SWORD

145 ATTACK

BUY -- SELL 20000

A legendary blade that dulls the defence of the foes it fights.

RARITY ★★★★☆

NEBULA SWORD

155 ATTACK

BUY -- SELL 24000

An unbelievable blade that dulls the defence of the foes it fights.

RARITY ★★★★☆

SUPERNOVA SWORD

168 ATTACK

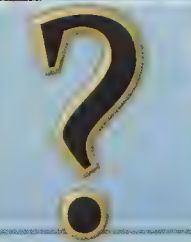
BUY -- SELL 30000

An unbeatable blade that dulls the defence of the foes it fights.

RARITY ★★★★☆

HYPERNOVA SWORD

180 ATTACK



BUY -- SELL 36000

An almighty blade that dulls the defence of the foes it fights.

RARITY ★★★★★

Spears

WAR PRI PAL

BAMBOO LANCE

6 ATTACK

BUY 85 SELL 8

A simple spear fashioned from fresh bamboo.

RARITY ★

IRON LANCE

17 ATTACK

BUY 450 SELL 225

A spear made of iron for everyday action.

RARITY ★★★★★

STEEL LANCE

33 ATTACK

BUY -- SELL 1400

A basic spear with a steel spike.

RARITY ★

GIGASTEEL LANCE

50 ATTACK

BUY -- SELL 2100

A souped-up steel lance with superior penetrative potential.

RARITY ★

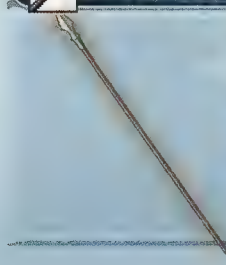
LONG SPEAR

29 ATTACK

BUY 1400 SELL 700

A long and leaden javelin.

RARITY ★★★★★



CELESTIAL SPEAR

70 ATTACK

BUY -- SELL 3250

A super-sized spear suffused with a sacred light that zaps zombies.

RARITY ★

HOLY LANCE

39 ATTACK

BUY 2700 SELL 1350

A holy lance blessed by the Almighty that zealously zaps zombies.

RARITY ★

BATTLE FORK

47 ATTACK

BUY 3900 SELL 1950

A fair-sized fork that makes short work of aquatic enemies.

RARITY ★

TRIDENT

65 ATTACK

BUY -- SELL 4600

A three-pronged fork that facilitates the filleting of fishy ones.

RARITY ★

GRACOS'S TRIDENT

88 ATTACK

BUY -- SELL 6200

A spear said to once have been Used by an emperor of the ocean.

RARITY ★★

SPEARS (continued)

SANDSTORM SPEAR

54 ATTACK

BUY 6600 SELL 3300

A spear that sends sand to blind baddies if used as an item in battle.

RARITY ★

HERO SPEAR

107 ATTACK

BUY -- SELL 18000

A spear that serves to restore its bearer's HP with every strike.

RARITY ★★★

PARTISAN

61 ATTACK

BUY 7100 SELL 3550

A sizeable spear with blades stemming from the sides of the spike.

RARITY ★

METAL SLIME SPEAR

115 ATTACK

BUY -- SELL 22500

A supreme spear packed with the power of metal slimes.

RARITY ★★★

HALBERD

75 ATTACK

BUY 11200 SELL 6600

A whopper of a weapon with elements of both a spear and a battle-axe.

RARITY ★

LIQUID METAL SPEAR

125 ATTACK

BUY -- SELL 27000

A supreme spear packed with the power of liquid metal slimes.

RARITY ★★★

LIGHTNING LANCE

85 ATTACK

BUY 19800 SELL 9900

A magical spear within which lingers the power of lightning.

RARITY ★

METAL KING SPEAR

136 ATTACK

BUY -- SELL 30000

A supreme spear packed with the power of metal king slimes.

RARITY ★★★

STORM SPEAR

97 ATTACK

BUY -- SELL 20800

A spear said to have served a god of thunder in bygone days.

RARITY ★★

POKER

144 ATTACK

BUY -- SELL 20000

A lavish lance that can shoot through any shield.

RARITY ★★★★★

DEMON SPEAR

93 ATTACK

BUY 34500 SELL 17250

A spear that can floor a foe with a single well-sighted strike.

RARITY ★★

STUD POKER

155 ATTACK

BUY -- SELL 24000

An alarming lance that can shoot through any shield.

RARITY ★★★★★

SPLIT-POT POKER

166 ATTACK

BUY -- SELL 30000

A lethal lance that can shoot through any shield.

RARITY ★★★★½

RED-HOT POKER

176 ATTACK

BUY -- SELL 36000

An unrivalled lance that can shoot through any shield.

RARITY ★★★★★

Knives

WAR MAG THF

PARING KNIFE

4 ATTACK

BUY 70 SELL 7

A gnat of a knife that might be used for chopping up veggies.

RARITY ★

BATTERFLY KNIFE

38 ATTACK

BUY -- SELL 1200

A keen knife that paralyses its prey part of the time.

RARITY ★

BRONZE KNIFE

10 ATTACK

BUY 200 SELL 100

A nifty knife made of a softish alloy

RARITY ★

DREAD DAGGER

57 ATTACK

BUY -- SELL 3250

An unnerving knife that paralyses its prey part of the time.

RARITY ★★

DIVINE DAGGER

18 ATTACK

BUY 640 SELL 320

A bitsy blade bathed in holy light that zealously zaps zombies.

RARITY ★

POISON NEEDLE

1 ATTACK

BUY 1900 SELL 950

A prickly pin that can fell a foe with a single stab if correctly aimed.

RARITY ★

POISON MOTH KNIFE

24 ATTACK

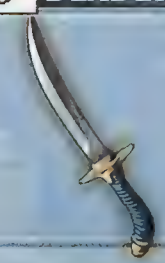
BUY 1250 SELL 625

A knife that's known to paralyse its prey part of the time.

RARITY ★

DEADLY NIGHTBLADE

42 ATTACK



BUY 2900 SELL 1450

A nefarious knife for nimble-fingered ne'er-do-wells.

RARITY ★

FALCON KNIFE EARRINGS

1 ATTACK

BUY 15800 | SELL 7900

A divine earring that delivers a double attack.

RARITY ★★☆☆☆

ASSASSIN'S DAGGER

54 ATTACK

BUY 7000 | SELL 3500

A killer cutter that in the right hands can fell a foe in a single strike.

RARITY ★☆☆☆☆

ICICLE DIRK

62 ATTACK

BUY 9600 | SELL 4800

A nippy knife that emits icicles if used as an item in battle.

RARITY ★☆☆☆☆

FENRIR FANG

80 ATTACK

BUY -- | SELL 10600

A snowy stabber that emits icicles if used as an item in battle.

RARITY ★★☆☆☆

SWORD BREAKER

74 ATTACK

BUY 15500 | SELL 7750

A stout, serrated blade that weakens enemies' weapons.

RARITY ★☆☆☆☆

SOUL BREAKER

87 ATTACK

BUY -- | SELL 17500

A sinister serrated blade that weakens enemies' weapons.

RARITY ★★☆☆☆

GLADIUS

102 ATTACK

BUY 31200 | SELL 15600

A famed dagger for a heralded hero.

RARITY ★★☆☆☆

FLAME TANG

122 ATTACK

BUY -- | SELL 18750

A fiery dagger for a triumphant trouper.

RARITY ★★★☆☆

PRUNING KNIFE

114 ATTACK

BUY -- | SELL 24000

A magical blade that can cause critical damage if it hits the spot.

RARITY ★★★☆☆

DEFT DAGGER

132 ATTACK

BUY -- | SELL 20000

A mysterious knife that imparts unbeatable briskness.

RARITY ★★★★☆

DARTING DAGER

140 ATTACK

BUY -- | SELL 24000

A legendary knife that imparts unbeatable briskness.

RARITY ★★★★☆

DASHING DAGGER

148 ATTACK

BUY -- | SELL 30000

A mighty knife that imparts unbeatable briskness.

RARITY ★★★★☆

DYNAMO DAGGER

155 ATTACK

BUY -- SELL 36000

A matchless knife that imparts unbeatable briskness.

RARITY ★★★★★

Wands

PRI MAG PAL ARM SAG

OAK STAFF

3 ATTACK

BUY 120 SELL 12

MP ABSORPTION RATE 10%

RARITY ★

A staff whittled from the wood of an old oak tree.

STOLOS' STAFF

18 ATTACK

BUY 3150 SELL 1575

MP ABSORPTION RATE 25%

RARITY ★

A staff that stops your party's paralysis if used as an item in battle.

WIZARD'S STAFF

7 ATTACK

BUY 840 SELL 420

MP ABSORPTION RATE 15%

RARITY ★

A staff that throws fire at foes if used as an item in battle.

WATERMAUL WAND

25 ATTACK

BUY 4700 SELL 2350

MP ABSORPTION RATE 30%

RARITY ★

A staff swirling with the strength of the sea. Feared by fish foes.

STAFF OF SENTENCING

11 ATTACK

BUY 1600 SELL 800

MP ABSORPTION RATE 20%

RARITY ★

A wand that whisks up whirling winds when used as an item in battle.

TSUNAMI STAFF

36 ATTACK

BUY -- SELL 3650

MP ABSORPTION RATE 35%

RARITY ★★

A rod of the ocean gods that smacks seaborne foes with fierce force.

STAFF OF DIVINE WRATH

20 ATTACK

BUY -- SELL 1900

MP ABSORPTION RATE 25%

RARITY ★

A stick that whips foes with wild winds if used as an item in battle.

LIGHTNING STAFF

28 ATTACK

BUY 8100 SELL 4050

MP ABSORPTION RATE 35%

RARITY ★

A staff that summons savage lightning if used as an item in battle.

WANDS (continued)

LIGHTNING CONDUCTOR

ATTACK 40

BUY -- SELL 7800

MP ABSORPTION RATE [illegible]

RARITY ★★☆☆☆

A staff that throws thunderbolts if used as an item in battle.

MAGICAL MACE

ATTACK 57

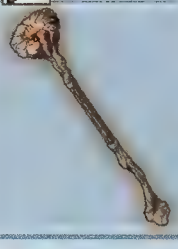
BUY 17000 SELL 8500

MP ABSORPTION RATE [illegible]

RARITY ★★★★★

A magical staff that sucks masses of MP from the enemy.

MAGMA STAFF



ATTACK 34

BUY 10800 SELL 5400

MP ABSORPTION RATE [illegible]

RARITY ★☆☆☆☆

A staff that lobs lava if used as an item in battle.

MEGA-MAGICAL MACE

ATTACK 65

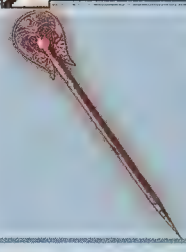
BUY -- SELL 19000

MP ABSORPTION RATE [illegible]

RARITY ★★★★★

A miraculous staff that sucks masses of MP from the enemy.

FAERIE STAFF



ATTACK 5

BUY -- SELL --

MP ABSORPTION RATE [illegible]

RARITY ★★☆☆☆

A strange staff that once sealed away some faerie sisters.

SCEPTRE OF GITT

ATTACK 70

BUY -- SELL --

MP ABSORPTION RATE [illegible]

RARITY ★★★☆☆

Hereditary heirloom of the heinous heads of the Gittish Empire.

BROUHAHA BOOMSTICK

ATTACK 50

BUY -- SELL 8500

MP ABSORPTION RATE [illegible]

RARITY ★☆☆☆☆

A weird wand with a somewhat flute-like form.

SAGE'S STAFF

ATTACK 73

BUY 35000 SELL 17500

MP ABSORPTION RATE 8.0%

MAGICAL MIGHT 12

RARITY ★★★★★

Protects an ally from breath attacks if used as an item in battle.

RUNE STAFF

ATTACK 45

BUY 12400 SELL 6200

MP ABSORPTION RATE [illegible]

MAGICAL MIGHT [illegible]

RARITY ★☆☆☆☆

A stick that steps up Magical Might.

SAVANT'S STAFF

ATTACK 80

BUY -- SELL 18500

MP ABSORPTION RATE 8.5%

MAGICAL MIGHT 20

RARITY ★★★★★

A souped-up sort of sage's staff, with mightier magic.

HIEROGLYPH STAFF

ATTACK 54

BUY -- SELL 12500

MP ABSORPTION RATE [illegible]

MAGICAL MIGHT 13

RARITY ★★☆☆☆

A stick that seriously steps up Magical Might.

WYRMWAND

ATTACK 88

BUY -- SELL 21500

MP ABSORPTION RATE [illegible]

RARITY ★★★☆☆

A wand that fries foes with dragonfire if used as an item in battle.

BRIGHT STAFF

85 ATTACK

BUY -- SELL 20000

MP ABSORPTION RATE	8.5%
MAGICAL MENDING	8

RARITY ★★★★☆

A radiant staff that stamps out magic effects when used as an item in battle.

BRILLIANT STAFF

94 ATTACK

BUY -- SELL 30000

MP ABSORPTION RATE	9.5%
MAGICAL MENDING	13

RARITY ★★★★☆

A divine staff that stamps out magic effects when used as an item in battle.

SHINING STAFF

90 ATTACK

BUY -- SELL 24000

MP ABSORPTION RATE	9.0%
MAGICAL MENDING	12

RARITY ★★★★☆

A holy staff that stamps out magic effects when used as an item in battle.

AURORA STAFF

98 ATTACK

BUY -- SELL 36000

MP ABSORPTION RATE	10.0%
MAGICAL MENDING	18

RARITY ★★★★★

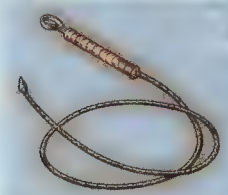
An unsurpassed staff that stamps out magic effects when used as an item in battle.

Whips

MAG MIN LUM

LEATHER WHIP

4 ATTACK



BUY 95 SELL 48

A whip made of hide that can hit a whole heap of enemies at once.

RARITY ★☆☆☆☆

SNAKESKIN WHIP

23 ATTACK

BUY 2500 SELL 1250

A scaly whip that can hit a whole heap of enemies at once.

RARITY ★☆☆☆☆

THORN WHIP

11 ATTACK

BUY 350 SELL 175

A thorny thong that can hit a whole heap of enemies at once.

RARITY ★☆☆☆☆

SERPENTINE WHIP

33 ATTACK

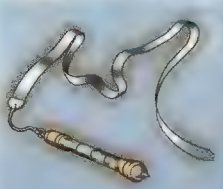
BUY -- SELL 2250

A sturdy whip made from the skin of a large snake.

RARITY ★☆☆☆☆

BATTLE WHIP

17 ATTACK



BUY 960 SELL 480

A combat whip that can hit a whole heap of enemies at once.

RARITY ★☆☆☆☆

SIDEWINDER

43 ATTACK

BUY -- SELL 4400

A stronger and more severe version of the serpentine whip.

RARITY ★★☆☆☆

WHIPS (continued)

CHAIN WHIP

28 ATTACK

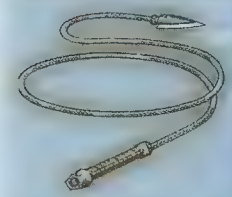
BUY 3700 SELL 1850

A whip of linked loops that can lash a whole line of enemies at once.

RARITY ★

IRON WHIP

38 ATTACK



BUY 6000 SELL 3000

A strong whip woven from ferrous fibres.

RARITY ★

SPIKED STEEL WHIP

54 ATTACK

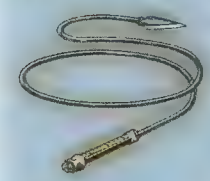
BUY -- SELL 6600

A wicked whip woven from steel wires with spiny protrusions.

RARITY ★

GIGASPIKE WHIP

68 ATTACK



BUY -- SELL 8400

A fortified form of the spiked steel whip.

RARITY ★★

DRAGONTAIL WHIP

50 ATTACK

BUY 14000 SELL 7000

A terribly tough whip designed to duplicate a dragon's tail.

RARITY ★★★★★

DEMON WHIP

72 ATTACK

BUY -- SELL 1980

A warped whip that whiffs worryingly of wickedness.

RARITY ★

ARCHDEMON WHIP

86 ATTACK

BUY -- SELL 2400

A woeful whip that whiffs worryingly of wickedness.

RARITY ★

SCOURGE WHIP

86 ATTACK

BUY -- SELL 14250

A ferocious whip that lashes foes like a menacing monsoon.

RARITY ★★

QUEEN'S WHIP

80 ATTACK

BUY 41000 SELL 20500

A ladylike lash fondly flaunted by a famous queen.

RARITY ★★

EMPRESS'S WHIP

93 ATTACK

BUY -- SELL 23000

A ladylike lash fondly flaunted by an empress of antiquity.

RARITY ★★

GODDESS WHIP

106 ATTACK

BUY -- SELL 26000

A ladylike lash fondly flaunted by a heavenly hand.

RARITY ★★★

WIZARDLY WHIP

100 ATTACK

BUY -- SELL 22000

A well-known whip derived from a dim and distant city of doom.

RARITY ★★★

GRINGHAM WHIP

118 ATTACK

BUY -- SELL 20000

A fantastic flail that can attack all foes at once.

RARITY ★★★★☆

GIGA GRINGHAM WHIP

132 ATTACK

BUY -- SELL 30000

A reformed and remodeled revision of the Gringham whip.

RARITY ★★★★☆

MEGA GRINGHAM WHIP

124 ATTACK

BUY -- SELL 24000

An even more vicious version of the Gringham whip.

RARITY ★★★★☆

ÜBER GRINGHAM WHIP

140 ATTACK

BUY -- SELL 36000

A greatly improved Gringham whip that packs a serious punch.

RARITY ★★★★★

Staves

PRI MAR

LAUNDRY POLE

5 ATTACK

BUY 40 SELL 4

A long bamboo pole 'borrowed' from a boring old clothes horse.

RARITY ★☆☆☆☆

IRON BAR

36 ATTACK

BUY 2300 SELL 1150

A metal rod that can really make those on its receiving end reel.

RARITY ★☆☆☆☆

CARRYING POLE

15 ATTACK

BUY 530 SELL 265

A sturdy stick for lugging heavy luggage.

RARITY ★☆☆☆☆

STEEL BAR

49 ATTACK

BUY -- SELL 2000

A rock-solid rod made from strengthened steel.

RARITY ★☆☆☆☆

OAKEN POLE

22 ATTACK

BUY 780 SELL 390

A lengthy stick carved from the bough of a sturdy old oak.

RARITY ★☆☆☆☆

GIGASTEEL BAR

62 ATTACK

BUY -- SELL 3100

An even harder hitter than the steel bar.

RARITY ★☆☆☆☆

STAVES (continued)

PILLAR OF STRENGTH

47 ATTACK

BUY 3400 | SELL 1700

A quarterstaff of quite worrying width.

RARITY ★

OPTIMISTICK

93 ATTACK

BUY -- | SELL 15600

A stormy stick that hails down blows like it's monsoon season.

RARITY ★

DRILLER PILLAR

60 ATTACK

BUY 5300 | SELL 2650

A well-balanced weapon that packs one heck of a whack!

RARITY ★

BALLISTICK

104 ATTACK

BUY -- | SELL 17300

A stupendous staff that twirls like a tornado and hits like a hurricane.

RARITY ★★

KILLER PILLAR

75 ATTACK

BUY -- | SELL 4950

A cudgel commonly employed by competent combatants.

RARITY ★★

SADISTICK

90 ATTACK

BUY 26500 | SELL 13250

A beastly bludgeon with a spiky end.

RARITY ★★

SLEEPY STICK

65 ATTACK

BUY 8200 | SELL 4100

A curious cudgel that sometimes sends the enemy to sleep.

RARITY ★

DRAGON ROD

113 ATTACK

BUY 39800 | SELL 19900

A scary stick said to harbour the might of dragons.

RARITY ★★

SLUMBER STICK

85 ATTACK

BUY -- | SELL 8900

A supernatural stick that sometimes sends the enemy to sleep.

RARITY ★★

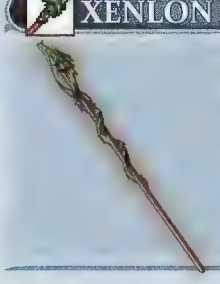
XENLON ROD

121 ATTACK

BUY -- | SELL 22250

A spine-chilling stick said to harbour the might of a dragon deity.

RARITY ★★★



MISTICK

82 ATTACK

BUY 16500 | SELL 8250

A strong staff that rains down blows like a sudden storm.

RARITY ★

ORICHALCUDGEL

133 ATTACK

BUY -- | SELL 25000

A stonking stick made of a super-rare substance.

RARITY ★★★

KNOCKOUT ROD

142 ATTACK

BUY -- SELL 20000

A supernatural stick that solidifies itself to smack foes silly.

RARITY ★★★★☆

CATATONIC COSH

162 ATTACK

BUY -- SELL 30000

An unsurpassed stick that solidifies itself to smack foes silly.

RARITY ★★★★☆

SENSELESS STICK

153 ATTACK

BUY -- SELL 24000

A celebrated stick that solidifies itself to smack foes silly.

RARITY ★★★★☆

? COMA CUDGEL

170 ATTACK

BUY -- SELL 36000

A supreme stick that solidifies itself to smack foes silly.

RARITY ★★★★★

Claws

MAR THF

STONE CLAWS

7 ATTACK

BUY 100 SELL 50

Super-simple scratchers made from sharpened stones.

RARITY ★☆☆☆☆

GIGASTEEL CLAWS

47 ATTACK

BUY -- SELL 1350

Super sharp metal scratchers forged from shrewdly selected steel.

RARITY ★☆☆☆☆

IRON CLAWS

17 ATTACK

BUY 620 SELL 310

Metal menaces worn by many warriors.

RARITY ★☆☆☆☆

RAZOR CLAWS

28 ATTACK

BUY 1750 SELL 875

Hooked claws full of exotic foreign fascination.

RARITY ★☆☆☆☆

STEEL CLAWS

31 ATTACK

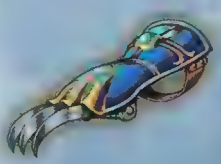
BUY -- SELL 1000

Tough talons made from strengthened steel.

RARITY ★★★★★

SACRED CLAWS

43 ATTACK



BUY 3100 SELL 1550

Consecrated claws capable of cutting even formless foes.

RARITY ★☆☆☆☆

CROW'S CLAWS

51 ATTACK

BUY 4800 | SELL 2400

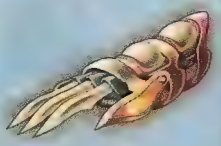
AGILITY

RARITY ★

Talons that tear through their target swift as a swooping bird.

FIRE CLAWS

88 ATTACK



BUY 21000 | SELL 10500

Claws that fling forth fire if used as an item in battle.

RARITY ★

KESTREL CLAWS

63 ATTACK

BUY -- | SELL 3250

AGILITY

RARITY ★

Talons that tear through their target like a hungry hawk.

COMBUSTICLAWS

99 ATTACK

BUY -- | SELL 16500

Terrifying toughened talons made from fire claws.

RARITY ★★

KITE CLAWS

72 ATTACK

BUY -- | SELL 5500

AGILITY

RARITY ★★

Talons that tear through their target like a crazed kite.

COBRA CLAWS

93 ATTACK

BUY 29000 | SELL 14500

Large toxic talons, hooked like those of a hellish demon.

RARITY ★★

HANDRILLS

61 ATTACK

BUY 7600 | SELL 3800

Drill-like devices that can sink holes into steel.

RARITY ★

KING COBRA CLAWS

106 ATTACK

BUY -- | SELL 18250

Enormous toxic talons, hooked like those of a hellish demon lord.

RARITY ★★★

HAMMER HANDRILLS

83 ATTACK

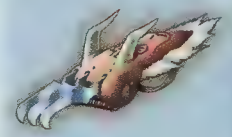
BUY -- | SELL 8000

Heavy-duty drill-like devices that can cut holes through steel.

RARITY ★★

BEAST CLAWS

114 ATTACK



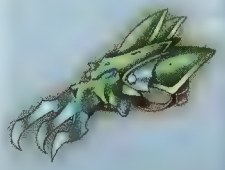
BUY -- | SELL 21250

Razor-sharp rippers resembling those of a mythical magical beast.

RARITY ★★

DRAGON CLAWS

78 ATTACK



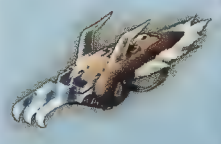
BUY 14500 | SELL 7250

Rock-hard, razor-sharp rippers like the talons of a dragon.

RARITY ★

BEASTMASTER CLAWS

125 ATTACK



BUY -- | SELL 23750

Sharp shredders said to resemble those of the king of beasts.

RARITY ★★★

ORICHALCUM CLAWS

138 ATTACK

BUY -- SELL 28000

Godly talons crafted from orichalcum.

RARITY ★★★

DRAGONLORD CLAWS

143 ATTACK

BUY -- SELL 20000

Claws that can carve up dragon scales as easily as cutting cake.

RARITY ★★★★

DRAGOVIAN CLAWS

153 ATTACK

BUY -- SELL 24000

Claws that whip through dragon scales as if they were water.

RARITY ★★★★

DRAGOVIAN LORD CLAWS

163 ATTACK

BUY -- SELL 30000

Claws that cut dragon scales as quickly as waving goodbye.

RARITY ★★★★

XENLON CLAWS

173 ATTACK

BUY -- SELL 36000

The claws to end all claws. Destroy dragons with the flick of a wrist!

RARITY ★★★★★

Fans

MAR MIN LUM

FEATHER FAN

9 ATTACK

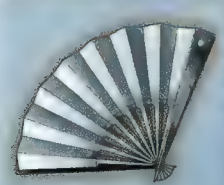
BUY 110 SELL 11

A flamboyant fan made from peacock feathers.

RARITY ★

IRON FAN

14 ATTACK



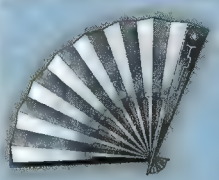
BUY 300 SELL 150

An inflexible fan, heavy due to having slats made of metal.

RARITY ★

STEEL FAN

30 ATTACK



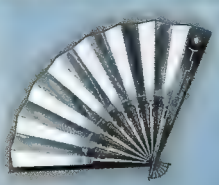
BUY -- SELL 1250

A strong fan with slats made of steel.

RARITY ★

GIGASTEEL FAN

45 ATTACK



BUY -- SELL 2150

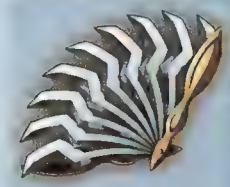
A ferocious fan with slats made of strengthened steel.

RARITY ★

FANS (continued)

WAR FAN

24 ATTACK



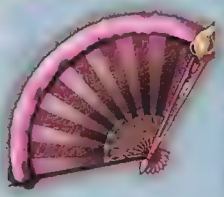
BUY 920 | SELL 460

A fighter's fan, created for combat.

RARITY ★

VERMILLION BIRD FAN

66 ATTACK



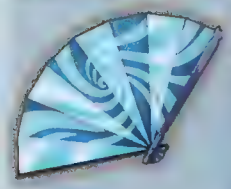
BUY -- | SELL 5200

A fiery fan furnished with the mark of a mythical beast.

RARITY ★

FOEHN FAN

40 ATTACK



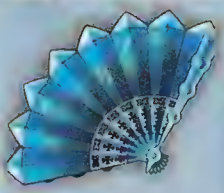
BUY 3200 | SELL 1600

A fan that fires air at foes if used as an item in battle.

RARITY ★

FELINE FAN

54 ATTACK



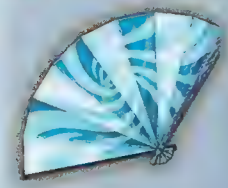
BUY 5100 | SELL 2550

A fan that fosters the force of ice.

RARITY ★

GALE FORCE FAN

62 ATTACK



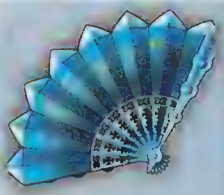
BUY -- | SELL 3150

A fan that whips a wild whirlwind at foes if used as an item in battle.

RARITY ★★

WHITE TIGER FAN

68 ATTACK



BUY -- | SELL 5300

A watery fan furnished with the mark of a mythical beast.

RARITY ★★

COBRA FAN

56 ATTACK

BUY 5200 | SELL 2600

A fan that fosters the force of lightning.

RARITY ★

TORTOISESHELL FAN

50 ATTACK

BUY 4900 | SELL 2450

A fan that fosters the force of the earth.

RARITY ★

AZURE DRAGON FAN

70 ATTACK

BUY -- | SELL 5400

A thundery fan furnished with the mark of a mythical beast.

RARITY ★★

BLACK TORTOISE FAN

64 ATTACK

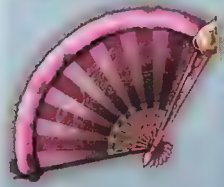
BUY -- | SELL 5100

An earthy fan furnished with the mark of a mythical beast.

RARITY ★★

FOWL FAN

52 ATTACK



BUY 5000 | SELL 2500

A fan that fosters the force of fire.

RARITY ★

STELLAR FAN

77 ATTACK

BUY 12000 | SELL 6000

An exquisite fan resplendent with a sweeping starscape.

RARITY ★

LUNAR FAN

88 ATTACK

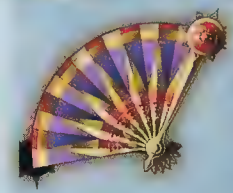
BUY -- SELL 11500

A magnificent fan made more so by a mystical moonscape.

RARITY ★★☆☆☆

SOLAR FAN

100 ATTACK



BUY -- SELL 14250

A sainted, painted fan inscribed with a sumptuous sunny scene.

RARITY ★☆★☆☆

WHITE BOUQUET

92 ATTACK

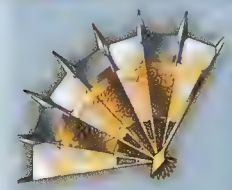
BUY -- SELL 25000

The beautiful bunch of flowers borne proudly by every bride.

RARITY ★★★☆☆

FRIENDLY FAN

112 ATTACK



BUY 45000 SELL 22500

A fan that can fix a friends wounds if used as an item in battle.

RARITY ★★★☆☆

ATTRIBEAUTY

123 ATTACK

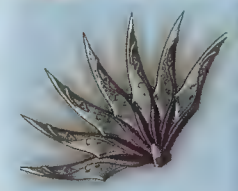
BUY -- SELL 24500

A fabled fan with tons of untold powers.

RARITY ★★★★☆

CRITICAL FAN

130 ATTACK



BUY -- SELL 20000

A fabled fan that ups the occurrence of coups de grâce.

RARITY ★★★★☆

OVERCRITICAL FAN

142 ATTACK

BUY -- SELL 24000

A mighty fan that ups the occurrence of coups de grâce.

RARITY ★★★★☆

HYPERCRITICAL FAN

152 ATTACK

BUY -- SELL 30000

An unbeatable battle fan that ups the occurrence of coups de grâce.

RARITY ★★★★☆

DIRE CRITICAL FAN

164 ATTACK

BUY -- SELL 36000

An unfailing battle fan that ups the occurrence of coups de grâce.

RARITY ★★★★★

Axes

GLA RAN

IRON AXE

30 ATTACK

BUY 1800 SELL 900

A meaty metal axe.

RARITY ★

STEEL AXE

47 ATTACK

BUY -- SELL 2100

A sizeable, strong and somewhat weighty steel axe.

RARITY ★

GIGASTEEL AXE

68 ATTACK

BUY -- SELL 3000

A horrendously heavy hacker made by souping up a steel axe.

RARITY ★

GOLDEN AXE

26 ATTACK

BUY -- SELL 5000

A battle-axe with a blunt edge made from a malleable metal.

RARITY ★

BATTLE-AXE

52 ATTACK

BUY 3900 SELL 1950

A huge hacker created exclusively for combat.

RARITY ★

MOON AXE

65 ATTACK

BUY 8800 SELL 4400

A mysterious axe that may make those it minces a mite confused.

RARITY ★

FULL MOON AXE

82 ATTACK

BUY -- SELL 8250

A sharpened reshaping of the moon axe.

RARITY ★★

KING AXE

78 ATTACK

BUY 16000 SELL 8000

A splendid splitter sporting runes that harbour great magic.

RARITY ★★

KAISER AXE

92 ATTACK

BUY -- SELL 10500

A cracking cleaver, even more imperial than the king axe.

RARITY ★★★

PRO'S AXE

87 ATTACK

BUY -- SELL 9900

A large axe loved by lumberjacks that can fell any plantlike foe.

RARITY ★

HEADSMAN'S AXE

98 ATTACK

BUY 28800 SELL 14400

An enormous axe of frankly fearsome force.

RARITY ★★☆☆☆

BAD AXE

146 ATTACK

BUY -- SELL 20000

A tip-top tomahawk that takes tension from its target.

RARITY ★★★★☆

EXECUTIONER'S AXE

115 ATTACK

BUY -- SELL 16600

A revolutionary rustproof refinement of the headsman's axe.

RARITY ★★★☆☆

MAXI AXE

157 ATTACK

BUY -- SELL 24000

A mighty massacrer that takes tension from its target.

RARITY ★★★★☆

ICE AXE

108 ATTACK

BUY 37000 SELL 18500

An ice-based axe with an interesting shape.

RARITY ★★★☆☆

CLIMAXE

168 ATTACK

BUY -- SELL 30000

An unchallenged chopper that takes tension from its target.

RARITY ★★★★☆

AVALANCHE AXE

126 ATTACK

BUY -- SELL 20500

An impressive ice-based axe with an interesting shape.

RARITY ★★★☆☆

GALAXY AXE

178 ATTACK

BUY -- SELL 36000

An almighty cosmic cleaver that takes tension from its target.

RARITY ★★★★★

HEAVY HATCHET

134 ATTACK

BUY -- SELL 24000

A heinous hatchet that can hew through any material monster.

RARITY ★★★★☆

Hammers

GLA PAL

OAKEN CLUB

7 ATTACK

BUY -- SELL 70

A brutally basic bludgeon built of sturdy oak.

RARITY ★

ACE OF CLUBS

35 ATTACK

BUY -- SELL 775

A colossal cudgel, reportedly once wielded by giants.

RARITY ★

SLEDGEHAMMER

28 ATTACK

BUY 1300 SELL 650

A heavyweight hammer with a head of iron.

RARITY ★

WAR HAMMER

55 ATTACK

BUY 4600 SELL 2300

A steel-headed hammer manufactured for mêlée!

RARITY ★

ÜBER WAR HAMMER

70 ATTACK

BUY -- SELL 4900

An even more formidable form of the war hammer.

RARITY ★

GIANT WRENCH

64 ATTACK

BUY 7900 SELL 3950

A sizeable spanner that can sock it to monsters of the machine family.

RARITY ★

TERRA TAMPER

75 ATTACK

BUY 15000 SELL 7500

A powerful pounder that harbours the essence of the earth's energy.

RARITY ★

TERRA FIRMER

87 ATTACK

BUY -- SELL 9750

An even more ruinous revision of the terra tamper.

RARITY ★★

TERRA HAMMER

100 ATTACK

BUY -- SELL 15500

An awesome overhaul of the terra firmer.

RARITY ★★★

MARAUDER'S MAUL

93 ATTACK

BUY 21500 SELL 10750

A favourite of foul demons, it has dazzling destructive clout.

RARITY ★★

GIANT'S HAMMER

109 ATTACK

BUY 35500 SELL 17750

A big basher that mashes monsters of material make-up.

RARITY ★★

GROUNDBREAKER

151 ATTACK

BUY -- SELL 20000

A pounder of imposing power that may rend the very ground asunder.

RARITY ★★★★

TITAN'S HAMMER

118 ATTACK

BUY -- SELL 21250

A huge hammer that easily erases monsters of material make-up.

RARITY ★★★

EARTHSPLITTER

160 ATTACK

BUY -- SELL 24000

A pounder of prodigious power that could crack continents in two.

RARITY ★★★★

HELA'S HAMMER

132 ATTACK

BUY -- SELL 12700

A tricky tool to tame, but one that can finish foes in one fell swoop.

RARITY ★★

MOONMASHER

169 ATTACK

BUY -- SELL 30000

A pounder of stupendous power that could crush the moon.

RARITY ★★★★

MEGATON HAMMER

127 ATTACK

BUY -- SELL 21200

A huge hammer that weighs heavy on the heads of those it hits.

RARITY ★★★

STARSMASHER

176 ATTACK

BUY -- SELL 36000

A pounder of peerless power, whose cosmic clout could crack a star.

RARITY ★★★★★

WARLORD'S HAMMER

140 ATTACK

BUY -- SELL 26750

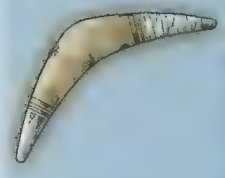
A mammoth mallet that weighs heavy on the heads of those it hits.

RARITY ★★★★

Boomerangs

BOOMERANG

13 ATTACK



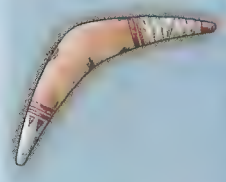
BUY 750 SELL 375

A thrown weapon that can strike all enemies with a single sling.

RARITY ★

REINFORCED BOOMERANG

26 ATTACK



BUY -- SELL 800

A slightly superior version of the basic boomerang.

RARITY ★

EDGED BOOMERANG

22 ATTACK

BUY 2750 SELL 1375

A metal boomerang with a bladed bite.

RARITY ★

CUTTING-EDGE BOOMERANG

35 ATTACK

BUY -- SELL 3375

A metal boomerang of shocking sharpness.

RARITY ★

CRUCERANG

30 ATTACK

BUY 4300 SELL 2150

A dream 'rang that's a doddle to dispatch and deals decent damage.

RARITY ★

RAZOR-WING BOOMERANG

38 ATTACK

BUY 9100 SELL 4550

A steel-bladed boomerang with an acute edge.

RARITY ★

RAZER-WING BOOMERANG

50 ATTACK

BUY -- SELL 5500

A razor-sharp 'rang renowned for razing the rabble to the ground.

RARITY ★

ERAZOR-WING BOOMERANG

58 ATTACK

BUY -- SELL 6300

An uncommonly keen kylie that carves the way to conquest.

RARITY ★★

SWALLOWTAIL

48 ATTACK

BUY 9600 SELL 4800

A boomerang based on a picture of a pair of soaring swallows.

RARITY ★

EAGLEWING

65 ATTACK

BUY -- SELL 8900

A kylie whose construction is modeled on the king of hawks.

RARITY ★★

GUSTERANG

61 ATTACK

BUY 14800 SELL 7400

A throwing stick suffused with the strength of the wind.

RARITY ★★☆☆☆

BLUSTERANG

75 ATTACK

BUY -- SELL 12400

A throwing stick so staggeringly strong, it can whip up a whirlwind.

RARITY ★★★☆☆

FLAMETANG BOOMERANG

71 ATTACK

BUY 19500 SELL 9750

A boomerang bearing a fiery force.

RARITY ★★☆☆☆

BANEFIRE BOOMERANG

80 ATTACK

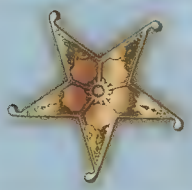
BUY -- SELL 14600

A boomerang blessed with the power of billowing flames.

RARITY ★★★☆☆

PENTARANG

89 ATTACK



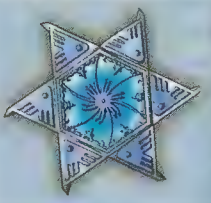
BUY -- SELL 18000

A bizarre star-shaped boomerang brimming with magic.

RARITY ★★★☆☆

HEXARANG

101 ATTACK



BUY -- SELL 22000

A curious kyle that's a pinch more powerful than the pentarang.

RARITY ★★★★☆

METEORANG

111 ATTACK

BUY -- SELL 20000

A rip-roaring 'rang that flattens foes like a meteorite.

RARITY ★★★★☆

ASTERANG

120 ATTACK

BUY -- SELL 24000

A rip-roaring 'rang that flattens foes like an avalanche of asteroids.

RARITY ★★★★☆

STELLARANG

129 ATTACK

BUY -- SELL 30000

A rip-roaring 'rang that ploughs through its prey like a supernova.

RARITY ★★★★☆

? GALAXARANG

138 ATTACK

BUY -- SELL 36000

A rip-roaring 'rang glorified for its galaxy-gashing get-up-and-go.

RARITY ★★★★★

Bows

ARM RAN SAG

SHORT BOW

20 ATTACK

BUY 1150 SELL 575

A beginner's bow that's easy on the purse and the pectorals.

RARITY ★

LONGBOW

40 ATTACK

BUY -- SELL 1175

A big bow that's a bit more of a chore to draw.

RARITY ★

HUNTER'S BOW

57 ATTACK

BUY 4900 SELL 2450

A strong bow that deals a strong blow and is well-loved by warriors.

RARITY ★

FUDDLE BOW

64 ATTACK

BUY -- SELL 3950

A discombobulating bow that befuddles the foes its arrows find.

RARITY ★

POTSHOT BOW

70 ATTACK

BUY 9200 SELL 4600

A hunter's handbow used for downing downy prey.

RARITY ★★

HOTSHOT BOW

82 ATTACK

BUY -- SELL 8200

A hunter's handbow that finds even faraway flying prey.

RARITY ★★★★★

BLOWY BOW

77 ATTACK

BUY 12000 SELL 6000

A bow imbued with the power of the wind.

RARITY ★★

BILLOWING BOW

88 ATTACK

BUY -- SELL 9400

A bow imbued with the power of a whirlwind.

RARITY ★

BLUSTERY BOW

101 ATTACK

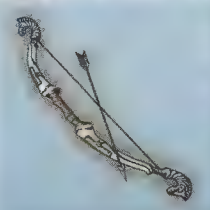
BUY -- SELL 16000

A bow imbued with the power of a tempest.

RARITY ★★

CHEIRON'S BOW

92 ATTACK



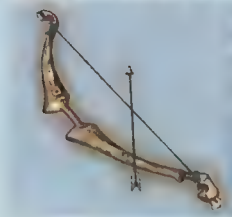
BUY 22400 SELL 11200

A blessed bow that heals all allies if used as an item in battle.

RARITY ★★

GREAT BOW

99 ATTACK



BUY 31500 SELL 15750

A big bow built to fire brawny bolts.

RARITY ★★☆☆☆

PURBLIND BOW

110 ATTACK

BUY 36000 SELL 18000

A bewitched bow of brutal power.

RARITY ★★☆☆☆

BLINDING BOW

120 ATTACK

BUY -- SELL 21000

An enhanced edition of the purblind bow.

RARITY ★★★☆☆

OH-NO BOW

130 ATTACK

BUY -- SELL 3330

A baleful bow that, though pretty powerful, is cripplingly cursed.

RARITY ★★★☆☆

ODIN'S BOW

130 ATTACK

BUY -- SELL 19650

A bow among bows that boasts fantastic firepower.

RARITY ★★★★☆

ANGEL'S BOW

142 ATTACK

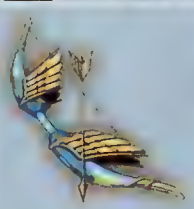
BUY -- SELL 20000

A bow brimming with the holy power of heavenly messengers.

RARITY ★★★★☆

ARCHANGEL'S BOW

154 ATTACK



BUY -- SELL 24000

A breathtaking bow made by bolstering the angel's bow.

RARITY ★★★★☆

AEON'S BOW

166 ATTACK

BUY -- SELL 30000

A blistering bow made by bolstering the archangel's bow.

RARITY ★★★★☆

? SERAPH'S BOW

178 ATTACK

BUY -- SELL 36000

An unbeatable bow at the very peak of perfection.

RARITY ★★★★★

Armour

SHIELDS

POT LID

DEFENCE 1

BUY 40 SELL 20

A super-simple shield shaped by sticking a strap on a sauce-pan lid.

WAR PRI MAG MIN PAL ARM SAG LUM

RARITY ★

GOLD PLATTER

DEFENCE 9

BUY -- SELL 1000

BLOCK CHANCE 2.0%

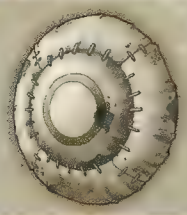
A gorgeous gold dish that makes a good stopgap shield.

WAR PRI MAG MIN PAL ARM SAG LUM

RARITY ★

LEATHER SHIELD

DEFENCE 3



BUY 90 SELL 45

An unsophisticated shield of leather over lumber.

WAR PRI MAG MIN PAL ARM SAG LUM

RARITY ★

PLATINUM PLATTER

DEFENCE 12

BUY -- SELL 2000

BLOCK CHANCE 3.0%

A prize platinum plate that makes a perfect stopgap shield.

WAR PRI MAG MIN PAL ARM SAG LUM

RARITY ★★

SCALE SHIELD

DEFENCE 5

BUY 150 SELL 75

A shield made by sticking sturdy scales together.

WAR PRI MAG MIN PAL ARM SAG LUM

RARITY ★

BRONZE SHIELD

DEFENCE 6

BUY 370 SELL 185

BLOCK CHANCE 0.5%

A sizeable shield bashed out of bronze.

WAR PRI MAG MIN PAL ARM SAG LUM

RARITY ★

SILVER PLATTER

DEFENCE 6

BUY -- SELL 100

BLOCK CHANCE 1.0%

A salver made of silver that makes a stopgap shield.

WAR PRI MAG MIN PAL ARM SAG LUM

RARITY ★

SHELL SHIELD

DEFENCE 8

BUY 600 SELL 300

BLOCK CHANCE 0.5%

A shield made from the shell of a tortoise.

WAR PRI MAG MIN PAL ARM SAG LUM

RARITY ★

IRON SHIELD

DEFENCE 10

BUY 900 | SELL 450

BLOCK CHANCE 1.0%

A steadfast shield made of iron.

WAR PRI MAG MIN PAL ARM SAG LUM

RARITY ★

CATTY SHIELD

DEFENCE 13

BUY -- | SELL 700

BLOCK CHANCE 2.5%

A pretty but practical piece of protection with a purrculiar design.

WAR PRI MAG MIN PAL ARM SAG LUM

RARITY ★★

STEEL SHIELD

DEFENCE 13

BUY -- | SELL 750

BLOCK CHANCE 1.5%

A shield of steel that can stave off some fire- and ice-based strife.

WAR PRI MAG MIN PAL ARM SAG LUM

RARITY ★

PLATINUM SHIELD

DEFENCE 15

BUY 3200 | SELL 1600

BLOCK CHANCE 2.0%

Protection made of platinum that fares well against fire attacks.

WAR PRI MAG MIN PAL ARM SAG LUM

RARITY ★★

GIGASTEEL SHIELD

DEFENCE 16

BUY -- | SELL 1800

BLOCK CHANCE 2.0%

A strengthened steel shield that can dampen fire and ice damage.

WAR PRI MAG MIN PAL ARM SAG LUM

RARITY ★

SLIME SHIELD

DEFENCE 16

BUY -- | SELL 2100

BLOCK CHANCE 2.5%

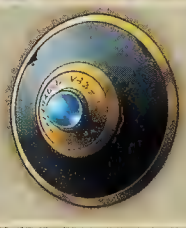
A slime-shaped shield that just oozes class.

WAR PRI MAG MIN PAL ARM SAG LUM

RARITY ★

LIGHT SHIELD

DEFENCE 10



BUY 1250 | SELL 625

BLOCK CHANCE 1.5%

A lightweight shield, easily used and ideal for learners.

WAR PRI MAG MIN PAL ARM SAG LUM

RARITY ★

MAGIC SHIELD

DEFENCE 17

BUY 4000 | SELL 2000

BLOCK CHANCE 2.5%
MAGICAL MIGHT 8
MAGICAL MENDING 8

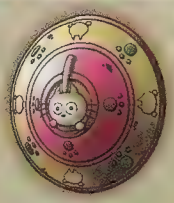
A mystical shield that provides protection against offensive spells.

WAR PRI MAG MIN PAL ARM SAG LUM

RARITY ★

KITTY SHIELD

DEFENCE 11



BUY -- | SELL 550

BLOCK CHANCE 2.0%

A charming piece of armour with a feline design.

WAR PRI MAG MIN PAL ARM SAG LUM

RARITY ★

ENCHANTED SHIELD

DEFENCE 20

BUY -- | SELL 3750

BLOCK CHANCE 3.0%
MAGICAL MIGHT 10
MAGICAL MENDING 10

A mystical shield that stands strong against offensive spells.

WAR PRI MAG MIN PAL ARM SAG LUM

RARITY ★

SHIELDS (continued)

ETHEREAL SHIELD

DEFENCE 23

BUY -- SELL 6000

BLOCK CHANCE	3.5%
MAGICAL MIGHT	12
MAGICAL MENDING	12

A mystical shield that holds fast against even fierce offensive spells.

WAR	PRI	MAG
		MIN
	PAL	ARM
	SAG	LUM

RARITY ★★

TEMPEST SHIELD

DEFENCE 25

BUY 12500 SELL 6250

BLOCK CHANCE	3.5%

A shield that baffles breath attacks if used as an item in battle.

WAR	PRI	MAG
		MIN
	PAL	ARM
	SAG	LUM

RARITY ★

FLAME SHIELD

DEFENCE 18

BUY 5200 SELL 2600

BLOCK CHANCE	2.5%

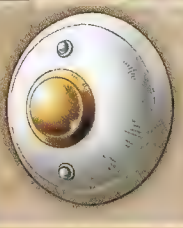
A shield that builds a fireproof barrier if used as an item in battle.

WAR	PRI	MAG
		MIN
	PAL	ARM
	SAG	LUM

RARITY ★

WHITE KNIGHT'S SHIELD

DEFENCE 25



BUY -- SELL 6750

BLOCK CHANCE	4.0%

A sacred shield employed to protect against unholy assaults.

WAR	PRI	MAG
		MIN
	PAL	ARM
RAN	SAG	LUM

RARITY ★★

ICE SHIELD

DEFENCE 18

BUY 5700 SELL 2850

BLOCK CHANCE	2.5%

A shield that builds an iceproof barrier if used as an item in battle.

WAR	PRI	MAG
		MIN
	PAL	ARM
	SAG	LUM

RARITY ★

POWER SHIELD

DEFENCE 27

BUY 17000 SELL 8500

BLOCK CHANCE	4.0%

A shield that bolsters its bearer's HP if used as an item in battle.

WAR	PRI	MAG
		MIN
	PAL	ARM
	SAG	LUM

RARITY ★

WHITE SHIELD

DEFENCE 20

BUY -- SELL 3600

BLOCK CHANCE	3.0%

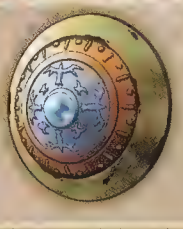
A sacred shield that shines with a white light.

WAR	PRI	MAG
		MIN
	PAL	ARM
	SAG	LUM

RARITY ★

EMPOWERED SHIELD

DEFENCE 29



BUY -- SELL 13750

BLOCK CHANCE	4.5%

A big shield that bolsters its bearer's HP if used in battle

WAR	PRI	MAG
		MIN
	PAL	ARM
	SAG	LUM

RARITY ★★

WARRIOR'S SHIELD

DEFENCE 21

BUY 6700 SELL 3350

BLOCK CHANCE	3.5%

A shield for soldiers offering some immunity to magic attacks.

WAR	PRI	MAG
		MIN
	PAL	ARM
	SAG	LUM

RARITY ★★

DARK SHIELD

DEFENCE 30

BUY -- SELL 8600

BLOCK CHANCE	5.0%

A jet-black shield that guards against fire- and ice-based attacks.

WAR	PRI	MAG
		MIN
	PAL	ARM
	SAG	LUM

RARITY ★★

DRAGON SHIELD

DEFENCE 24

BUY 9800 SELL 4900

BLOCK CHANCE	3.5%

A shield of dragon's scales that stifles fire- and ice-based strikes.

WAR	PRI	MAG
		MIN
	PAL	ARM
RAN	SAG	LUM

RARITY ★

OGRE SHIELD

DEFENCE 33

BUY -- SELL 11100

BLOCK CHANCE	5.5%

A super-sized shield that can stave off fire- and ice-based strikes.

WAR	PRI	MAG
		MIN
	PAL	ARM
	SAG	LUM

RARITY ★★★

BOSS SHIELD

DEFENCE 31

BUY 27000 | SELL 13500

BLOCK CHANCE 5.5%

A shield that casts a Sap spell if used as an item in battle.

WAR PRI MAG MIN PAL ARM SAG LUM

RARITY ★★

BIG BOSS SHIELD

DEFENCE 34

BUY -- | SELL 16500

BLOCK CHANCE 6.0%

A shield that casts a Sap spell if used as an item in battle.

WAR PRI MAG MIN PAL ARM SAG LUM

RARITY ★★★

SILVER SHIELD

DEFENCE 32

BUY 30500 | SELL 15250

BLOCK CHANCE 6.0%

A shiny shield that shuns MP absorption, fire and thunder.

WAR PRI MAG MIN PAL ARM SAG LUM

RARITY ★★

RUINOUS SHIELD

DEFENCE —

BUY -- | SELL 2580

BLOCK CHANCE 6.5%

A sinister shield that emanates an eerie aura.

WAR PRI MAG MIN PAL ARM SAG LUM

RARITY ★★

SAINTESS SHIELD

DEFENCE 32

BUY -- | SELL 14000

BLOCK CHANCE 6.5%

A sanctified shield that's stout in the face of magical attacks.

WAR PRI MAG MIN PAL ARM SAG LUM

RARITY ★★★

GODDESS SHIELD

DEFENCE 35

BUY -- | SELL 16250

BLOCK CHANCE 7.0%

A sanctified shield that's certain to stave off magical attacks.

WAR PRI MAG MIN PAL ARM SAG LUM

RARITY ★★★

METAL SLIME SHIELD

DEFENCE 33

BUY -- | SELL 15000

BLOCK CHANCE 7.5%

A shield made with metal slimes that guards against magical attacks.

WAR PRI MAG MIN PAL ARM SAG LUM

RARITY ★★

LIQUID METAL SHIELD

DEFENCE 35

BUY -- | SELL 20000

BLOCK CHANCE 8.0%

A shield made with liquid metal slimes that guards against magical attacks.

WAR PRI MAG MIN PAL ARM SAG LUM

RARITY ★★★

METAL KING SHIELD

DEFENCE 37

BUY -- | SELL 25000

BLOCK CHANCE 8.5%

A shield made with metal king slimes that guards against magical attacks.

WAR PRI MAG MIN PAL ARM SAG LUM

RARITY ★★★★

RUSTY SHIELD

DEFENCE 5

BUY -- | SELL --

BLOCK CHANCE 2.5%

A corroded and conked-out shield of obscure origins.

WAR PRI MAG MIN PAL ARM SAG LUM

RARITY ★

ERDRICK'S SHIELD

DEFENCE 39

BUY -- | SELL --

BLOCK CHANCE 9.0%

A shield purportedly sported by the original legendary hero himself.

WAR PRI MAG MIN PAL ARM SAG LUM

RARITY ★★★★

BRAIN DRAINER

DEFENCE 34

BUY -- | SELL 20000

BLOCK CHANCE 8.5%

A supernatural shield that brings a magical barrier into being.

WAR PRI MAG MIN PAL ARM SAG LUM

RARITY ★★★★

SHIELDS (continued)

PSYCHE SWIPER

DEFENCE 36

BUY -- SELL 25000

BLOCK CHANCE 9.0%

A splendid shield that brings a magical barrier into being.

WAR	PRI	MAG
		MIN
	PAL	ARM
	SAG	LUM

RARITY ★★★★

SOUL SUCKER

DEFENCE 40

BUY -- SELL 35000

BLOCK CHANCE 10.0%

A superlative shield that brings a magical barrier into being.

WAR	PRI	MAG
		MIN
	PAL	ARM
	SAG	LUM

RARITY ★★★★★

DEVILRY DRINKER

DEFENCE 38

BUY -- SELL 30000

BLOCK CHANCE 9.5%

A supreme shield that brings a magical barrier into being.

WAR	PRI	MAG
		MIN
	PAL	ARM
	SAG	LUM

RARITY ★★★★

HEAD

IRON HELMET

DEFENCE 11

BUY 1100 SELL 550

A humble hat made of iron.

WAR	PRI	
	THF	MIN
GLA	PAL	ARM
		LUM

RARITY ★

SLIME CROWN

DEFENCE 13

BUY -- SELL 2400

A crown worn by a king slime.

WAR	PRI	MAG
MAR	THF	MIN
GLA	PAL	ARM
RAN	SAG	LUM

RARITY ★

STEEL HELMET

DEFENCE 15

BUY -- SELL 1250

A hardy hat made of steel.

WAR	PRI	
	THF	MIN
GLA	PAL	ARM
		LUM

RARITY ★

IRON MASK

DEFENCE 14

BUY 2100 SELL 1050

A complete metal covering for the cranium.

WAR		
GLA	PAL	

RARITY ★

GIGASTEEL HELMET

DEFENCE 19

BUY -- SELL 4400

A handsome hat made of hard gigasteel.

WAR	PRI	
	THF	MIN
GLA	PAL	ARM
		LUM

RARITY ★

FILIGREE MASK

DEFENCE 20

BUY -- SELL 2700

Protection for the whole head prettified with precious metal.

WAR		
GLA	PAL	

RARITY ★★

DRAGON WARRIOR HELM

DEFENCE 17

BUY -- SELL --

A gift given by Greygnarl as a token of friendship.

WAR	PRI	MAG
MAR	THF	MIN
GLA	PAL	ARM
RAN	SAG	LUM

RARITY ★★

SCHOLAR'S CIRCLET

DEFENCE 20

BUY -- SELL 10750

MAGICAL MIGHT	16
MAGICAL MENDING	16

High-brow headgear that heavily heightens its wearer's magical might.

PRI	MAG
	MIN
PAL	ARM
SAG	LUM

RARITY ★★

WARRIOR'S HELM

DEFENCE 18

BUY 3000 SELL 1500

A sturdy protective skin for the skull mostly worn by warriors.

WAR		

RARITY ★

RAGING BULL HELM

DEFENCE 22

BUY 10400 SELL 5200

Horned headgear for the wild at heart.

WAR	
	THF
GLA	
RAN	

RARITY ★

PLATINUM HEADGEAR

DEFENCE 19

BUY 5500 SELL 2750

A pretty piece of protection for the head made from platinum.

WAR		
		MIN
GLA	PAL	ARM
		LUM

RARITY ★★

MINOTAUR HELM

DEFENCE 30

BUY -- SELL 9700

Hardcore horned headgear for the real wild card.

WAR	
	THF
GLA	
RAN	

RARITY ★★

MAIL COIF

DEFENCE 20

BUY 4500 SELL 2250

MAGICAL MENDING	4

A heavy hood made from interlaced iron loops.

	PAL	

RARITY ★

HADES' HELM

DEFENCE 22

BUY -- SELL 4250

A horned hat with a fiendish face that begets misfortune.

WAR		
GLA	PAL	

RARITY ★★

MYTHRIL COIF

DEFENCE 23

BUY -- SELL 5000

MAGICAL MENDING	8

A hardy hood made from interlace loops of the mighty metal mythril.

	PAL	

RARITY ★★

GREAT HELM

DEFENCE 27

BUY -- SELL 10800

A hat made of a magical metal that's stouter than steel.

WAR		
GLA	PAL	

RARITY ★

THINKING CAP

DEFENCE 18

BUY 12500 SELL 6250

MAGICAL MIGHT	12
MAGICAL MENDING	12

A hat that heightens its wearer's magical might.

	PRI	MAG
		MIN
	PAL	ARM
	SAG	LUM

RARITY ★

MYTHRIL HELM

DEFENCE 25

BUY 16800 SELL 8400

An eye-catching cap made from the mighty metal mythril.

WAR		
		MIN
GLA	PAL	ARM
		LUM

RARITY ★★

HEAD (continued)

VETERAN'S HELM

DEFENCE 28

BUY -- SELL 6200

A skull-saver sported by bygone battlers.

WAR

RARITY ★★

CROWN OF CLARITY

DEFENCE 23

BUY -- SELL 10300

MAGICAL MIGHT	18
MAGICAL MENDING	18

A headpiece once worn by a whilom sage.

SAG

RARITY ★★

STEELY SWEATBAND

DEFENCE 21

BUY 15500 SELL 7750

A headband for martial artists strengthened with strands of steel.

MAR

RARITY ★★

SKULL HELM

DEFENCE 32

BUY -- SELL 4500

A blood-curdling cap for the cranium that curses the curious.

PRI THF MIN PAL ARM RAN SAG LUM

RARITY ★★

SUN CROWN

DEFENCE 32

BUY -- SELL 12400

A classy coronet that beats bouts of sleep and confusion.

PRI THF MIN PAL ARM RAN SAG LUM

RARITY ★★

APOLLO'S CROWN

DEFENCE 36

BUY -- SELL 14400

A cosmic coronet that banishes sleep and confusion.

PRI THF MIN PAL ARM RAN SAG LUM

RARITY ★★★

METAL SLIME HELM

DEFENCE 33

BUY -- SELL 12500

A handy helmet that harbours the hardiness of metal slimes.

WAR MIN GLA PAL ARM LUM

RARITY ★★

LIQUID METAL HELM

DEFENCE 37

BUY -- SELL 17500

Priceless protection packed with the power of liquid metal slimes.

WAR MIN GLA PAL ARM LUM

RARITY ★★★

METAL KING HELM

DEFENCE 41

BUY -- SELL 22500

High-class headgear in which sits the soul of a metal king slime.

WAR MIN GLA PAL ARM LUM

RARITY ★★★★

RUSTY HELMET

DEFENCE 21

BUY -- SELL --

A poorly preserved headpiece that precious little is known about.

WAR MIN GLA PAL LUM

RARITY ★★★

ERDRICK'S HELMET

DEFENCE 42

BUY -- SELL --

A historic helm that harbours the might of a legendary hero.

WAR MIN GLA PAL LUM

RARITY ★★★★

HALLOWED HELM

DEFENCE 40

BUY -- SELL 18000

A helm offering holy protection against confusion and illusion.

WAR PRI MIN GLA PAL ARM LUM

RARITY ★★★★

BLESSED HELM

DEFENCE 44

BUY -- SELL 22000

A holy helm hardy against confusion, illusion, and poison.

WAR PRI
MIN
GLA PAL ARM
LUM

RARITY ★★★★

WONDER HELM

DEFENCE 47

BUY -- SELL 26000

A holy helm that holds off confusion, illusion, and poison.

WAR PRI
MIN
GLA PAL ARM
LUM

RARITY ★★★★

HEAVENLY HELM

DEFENCE 50

BUY -- SELL 30000

A godly guard against confusion, illusion, poison, and death.

WAR PRI
MIN
GLA PAL ARM
LUM

RARITY ★★★★★

BANDANA

DEFENCE 1

BUY 45 SELL 22

MAGICAL MENDING 2

A bog-standard band to wrap around the bonce.

WAR PRI MAG
MAR THF MIN
GLA PAL ARM
RAN SAG LUM

RARITY ★

TRAILBLAZING BANDANA

DEFENCE 7

BUY -- SELL 195

MAGICAL MENDING 5

An understated skull wrap that subtly shines.

WAR PRI MAG
MAR THF MIN
GLA PAL ARM
RAN SAG LUM

RARITY ★★

MERCURY'S BANDANA

DEFENCE 11

BUY -- SELL 675

AGILITY 20
MAGICAL MENDING 8

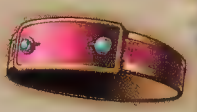
Enchanted attire for the head that enhances its wearer's agility.

WAR PRI MAG
MAR THF MIN
GLA PAL ARM
RAN SAG LUM

RARITY ★

HAIRBAND

DEFENCE 2



BUY 60 SELL 30

MAGICAL MIGHT 2

An appealing accessory worn on the head.

WAR PRI MAG
MAR THF MIN
GLA PAL ARM
RAN SAG LUM

RARITY ★

LEATHER HAT

DEFENCE 3

BUY 65 SELL 33

MAGICAL MENDING 2

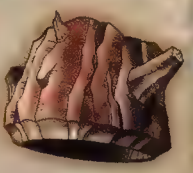
A highly ordinary headpiece of hardened hide.

WAR PRI MAG
MAR THF MIN
GLA PAL ARM
RAN SAG LUM

RARITY ★

HARDWOOD HEADWEAR

DEFENCE 4



BUY 120 SELL 60

MAGICAL MIGHT 2

A humdrum headpiece made from a hollowed out stump.

WAR PRI MAG
THF
GLA PAL ARM
RAN SAG

RARITY ★

SILVER TIARA

DEFENCE 6

BUY 670 SELL 335

MAGICAL MIGHT 8

A lavishly crafted adornment for ladies' locks.

WAR PRI MAG
MAR THF MIN
GLA PAL ARM
RAN SAG LUM

RARITY ★

GOLDEN TIARA

DEFENCE 11

BUY -- SELL 670

MAGICAL MIGHT 12

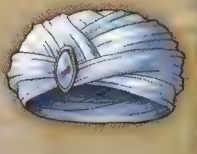
Gorgeous golden headgear worn by women.

WAR PRI MAG
MAR THF MIN
GLA PAL ARM
RAN SAG LUM

RARITY ★★

TURBAN

DEFENCE 7



BUY 310 SELL 155

MAGICAL MIGHT 3
MAGICAL MENDING 3

A lengthy cloth wrap that keeps the conk cosy and safe.

WAR PRI MAG
MIN
GLA PAL ARM
RAN SAG LUM

RARITY ★

HEAD (continued)

FEATHERED CAP

DEFENCE 7

BUY 620 | SELL 310

MAGICAL MIGHT	5
MAGICAL MENDING	5

A feathery hat that's the height of fashion.

PRI MAG
MAR THF MIN
ARM
RAN SAG LUM

RARITY ★

FEATHER HEADBAND

DEFENCE 12

BUY 1450 | SELL 725

MAGICAL MIGHT	5
MAGICAL MENDING	5

A plumed piece of kit most often worn by minstrels.

MIN

RARITY ★

FUR HOOD

DEFENCE 8

BUY 550 | SELL 275

MAGICAL MIGHT	3
MAGICAL MENDING	5

A snug skin hood that softens the shock of shivery climes.

WAR PRI MAG
MAR THF MIN
GLA PAL ARM
RAN SAG LUM

RARITY ★

CIRCLET

DEFENCE 9

BUY 980 | SELL 490

MAGICAL MIGHT	8
MAGICAL MENDING	6

An accessory made to make foreheads more fancy.

PRI MAG
MIN
ARM
SAG LUM

RARITY ★

POINTY HAT

DEFENCE 9

BUY 840 | SELL 420

MAGICAL MIGHT	6
MAGICAL MENDING	4

A tiny topper with a tapered tip.

WAR PRI MAG
MAR THF MIN
GLA PAL ARM
RAN SAG LUM

RARITY ★

GOLD CIRCLET

DEFENCE 11

BUY -- | SELL 910

MAGICAL MIGHT	11
MAGICAL MENDING	9

An elegant accessory made from an expensive metal.

PRI MAG
MIN
ARM
SAG LUM

RARITY ★

BUNNY EARS

DEFENCE 10

BUY 1120 | SELL 560

MAGICAL MIGHT	5
MAGICAL MENDING	8

A rabbity requirement for the bona fide bunny girl.

WAR PRI MAG
MAR THF MIN
GLA PAL ARM
RAN SAG LUM

RARITY ★

STAR CIRCLET

DEFENCE 13

BUY -- | SELL 1710

MAGICAL MIGHT	14
MAGICAL MENDING	12

A confusion-confounding accoutrement that sparkles with starlight.

PRI MAG
MIN
ARM
SAG LUM

RARITY ★★

CAT EARS

DEFENCE 10

BUY 1150 | SELL 575

MAGICAL MIGHT	8
MAGICAL MENDING	5

An eared headband that makes a full-on feline fashion statement.

WAR PRI MAG
MAR THF MIN
GLA PAL ARM
RAN SAG LUM

RARITY ★

HUNTER'S HAT

DEFENCE 15

BUY 2200 | SELL 1100

Red-blooded rigging worn by rangers on the hunt.

RAN

RARITY ★

SLOOD

DEFENCE 13

BUY -- | SELL 750

MAGICAL MIGHT	8
MAGICAL MENDING	8

A cute cover for the head with a slimy slant.

WAR PRI MAG
MAR THF MIN
GLA PAL ARM
RAN SAG LUM

RARITY ★

EAR COSY

DEFENCE 16

BUY 2400 | SELL 1200

A fluffy trademark of the really committed ranger.

RAN

RARITY ★

HOLY HAT

DEFENCE 11

BUY 2600 | SELL 1300

MAGICAL MENDING 18

Holy headwear that hinders the effects of death magic.

PRI

RARITY ★

HERMETIC HAT

DEFENCE 14

BUY 4000 | SELL 2000

MAGICAL MENDING 22

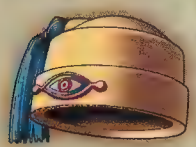
Holy headwear that all but halts the effects of death magic.

PRI

RARITY ★

HOCUS HAT

DEFENCE 12



BUY 2800 | SELL 1400

MAGICAL MIGHT 18

An enigmatic extra of which enchanters are often enamoured.

MAG

RARITY ★

TRICKY TURBAN

DEFENCE 11

BUY 2680 | SELL 1340

MAGICAL MIGHT 18

A remarkable wrap that's made for mages.

MAG

RARITY ★

THIEF'S TURBAN

DEFENCE 13

BUY 1500 | SELL 750

A length of fabric that thieves like to loop around their heads.

THF

RARITY ★

DISTURBIN' TURBAN

DEFENCE 16

BUY 2900 | SELL 1450

A shadow-shrouded turban though highly of by thieves.

THF

RARITY ★

MALLEABLE MASK

DEFENCE 13

BUY -- | SELL 1600

MAGICAL MIGHT 8

MAGICAL MENDING 6

A flamboyant facemask that protects against paralysis attacks.

PRI MAG MAR THF MIN ARM RAN SAG LUM

RARITY ★

PAPILLON MASK

DEFENCE 17

BUY -- | SELL 3600

MAGICAL MIGHT 12

MAGICAL MENDING 8

A fantastic facemask that fends off paralysis attacks.

RARITY ★★

MAGICAL HAT

DEFENCE 13

BUY 6400 | SELL 3200

MAGICAL MIGHT 16

A hat that heightens its wearer's magical might.

PRI MAG MIN ARM SAG LUM

RARITY ★

MEGA-MAGICAL HAT

DEFENCE 15

BUY -- | SELL 9000

MAGICAL MIGHT 20

A mysterious hat that meets the requirements of magic users.

PRI MAG MIN ARM SAG LUM

RARITY ★★

MUSKETEER HAT

DEFENCE 12

BUY 4200 | SELL 2100

MAGICAL MIGHT 18

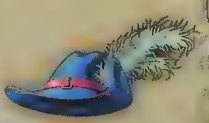
A posh piece of plumed headgear put on by armamentalists.

ARM

RARITY ★

CAVALIER HAT

DEFENCE 16



BUY 7100 | SELL 3550

MAGICAL MIGHT 21

A high-class hat aimed squarely at extravagant

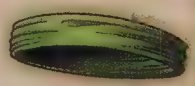
ARM

RARITY ★

HEAD (continued)

BATTLER'S BAND

DEFENCE 21



BUY 4050 | SELL 2025

Guarding garb that bedecks the brow of many a gladiator.

RARITY ★

WITCH'S HAT

DEFENCE 16

BUY -- | SELL 9150

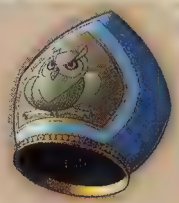
MAGICAL MIGHT	24

A hat sported by a sorceress of centuries past.

RARITY ★★

MINERVA'S MITRE

DEFENCE 14



BUY 14000 | SELL 7000

MAGICAL MIGHT	20
MAGICAL MENDING	20

A certain symbol of the supreme savvy of a sage.

RARITY ★★

MITRE

DEFENCE 16

BUY -- | SELL 4300

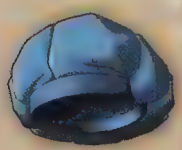
MAGICAL MENDING	25

A holy hat that perched on the head of a priest from the past.

RARITY ★★

CANNY CAP

DEFENCE 13



BUY 12600 | SELL 6300

MAGICAL MIGHT	18
MAGICAL MENDING	18

A nice piece of nogginwear that shows how savvy a sage is.

RARITY ★

UNHAPPY HAT

DEFENCE 17

BUY -- | SELL 1400

MAGICAL MIGHT	12
MAGICAL MENDING	12

A perplexingly pitiful piece of headgear.

RARITY ★★★

TOP HAT

DEFENCE 18

BUY 12000 | SELL 6000

MAGICAL MIGHT	15
MAGICAL MENDING	15

The telltale trappings of a luminary.

RARITY ★

HAPPY HAT

DEFENCE 17

BUY -- | SELL 3000

MAGICAL MIGHT	15
MAGICAL MENDING	15

A curious cap that accumulates MP as its wearer wanders about.

RARITY ★★★

RAVISHING RIBBON

DEFENCE 18

BUY 11500 | SELL 5750

MAGICAL MIGHT	14
MAGICAL MENDING	16

Pretty paraphernalia that's party of every luminary's allure.

RARITY ★

SPELLWARD CIRCLET

DEFENCE 19

BUY -- | SELL 13000

MAGICAL MIGHT	19
MAGICAL MENDING	19

A holy headpiece that hinders the effects of harmful spells.

RARITY ★★★

WIZARD'S HAT

DEFENCE 16

BUY -- | SELL 9100

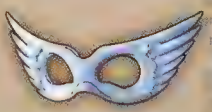
MAGICAL MIGHT	25

A hat once worn by a whilom wizard.

RARITY ★★

PHANTOM MASK

DEFENCE 20



BUY -- | SELL 14500

AGILITY	25
MAGICAL MIGHT	16
MAGICAL MENDING	14

A magical mask that musters aplomb and agility in its master.

RARITY ★★★

SPRING BREEZE HAT

DEFENCE 22

BUY -- SELL 20000

MAGICAL MIGHT	16
MAGICAL MENDING	31

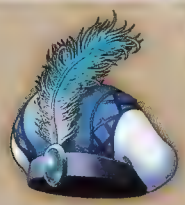
An odd ornament for the head that obstructs Dazzle magic.

PRI MAG
MAR THF MIN
ARM
RAN SAG LUM

RARITY ★★★★

SUMMER CLOUD HAT

DEFENCE 23



BUY -- SELL 20000

MAGICAL MIGHT	20
MAGICAL MENDING	26

An odd ornament for the head that obstructs death magic.

PRI MAG
MAR THF MIN
ARM
RAN SAG LUM

RARITY ★ ★★

AUTUMN SHOWER HAT

DEFENCE 24

BUY -- SELL 20000

MAGICAL MIGHT	26
MAGICAL MENDING	19

An odd ornament for the head that obstructs confusion.

PRI MAG
MAR THF MIN
ARM
RAN SAG LUM

RARITY ★★★★

WINTER SKY HAT

DEFENCE 25

BUY -- SELL 20000

MAGICAL MIGHT	30
MAGICAL MENDING	14

An odd ornament for the head that obstructs sleep-inducing magic.

PRI MAG
MAR THF MIN
ARM
RAN SAG LUM

RARITY ★★★★

THUG'S MUG

DEFENCE 20

BUY -- SELL 7500

A horny head covering that thugs thrive in.

WAR PRI MAG
MAR THF MIN
GLA PAL ARM
RAN SAG LUM

RARITY ★★★

MAID'S MOP

DEFENCE 20

BUY 18000 SELL 9000

MAGICAL MIGHT	4
MAGICAL MENDING	6

A hairband that no maid could manage without.

WAR PRI MAG
MAR THF MIN
GLA PAL ARM
RAN SAG LUM

RARITY ★★★

HALO

DEFENCE 22

BUY -- SELL 10000

MAGICAL MIGHT	8
MAGICAL MENDING	7

A replica of a radiant ring that reveals a real Celestrian.

WAR PRI MAG
MAR THF MIN
GLA PAL ARM
RAN SAG LUM

RARITY ★★★

TIP-TOP TOPPER

DEFENCE 22

BUY -- SELL 10000

MAGICAL MENDING	12

A bright white hat that fulfils the requirements of formal dress.

♂

WAR PRI MAG
MAR THF MIN
GLA PAL ARM
RAN SAG LUM

RARITY ★★★

PROPER TOPPER

DEFENCE 22

BUY -- SELL 10000

MAGICAL MENDING	12

A classy black hat that fulfils the requirements of formal dress.

♂

WAR PRI MAG
MAR THF MIN
GLA PAL ARM
RAN SAG LUM

RARITY ★★★

SILKEN VEIL

DEFENCE 19

BUY -- SELL 15000

MAGICAL MENDING	15

The piece that takes pride of place atop the bridal mop.

♀

WAR PRI MAG
MAR THF MIN
GLA PAL ARM
RAN SAG LUM

RARITY ★★★

SANTA'S HAT

DEFENCE 25

BUY -- SELL 6000

MAGICAL MIGHT	7
MAGICAL MENDING	8

The bright red hat that Santa Claus adores.

WAR PRI MAG
MAR THF MIN
GLA PAL ARM
RAN SAG LUM

RARITY ★★★

SUPERNATURAL SPECS

DEFENCE 13

BUY -- SELL 1800

MAGICAL MIGHT	12

Enchanted eyewear that enhances Magical Might a bit.

WAR PRI MAG
MAR THF MIN
GLA PAL ARM
RAN SAG LUM

RARITY ★★

HEAD (continued)

X-RAY SPECS

DEFENCE 13

BUY 3400 | SELL 1700

MAGICAL MENDING	12

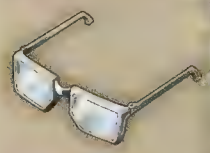
Enchanted eyewear that enhances Magical Mending a bit.

WAR PRI MAG
MAR THF MIN
GLA PAL ARM
RAN SAG LUM

RARITY ★★

SILVER SPECS

DEFENCE 14



BUY -- | SELL 2500

MAGICAL MIGHT	18
MAGICAL MENDING	18

Geeky glasses that give off an air of intelligent appeal.

WAR PRI MAG
MAR THF MIN
GLA PAL ARM
RAN SAG LUM

RARITY ★★★

SHARP SHADES

DEFENCE 15

BUY -- | SELL 4000

MAGICAL MIGHT	20

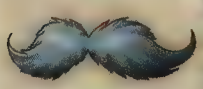
Radical wrap-arounds worn by self-proclaimed kings of cool.

WAR PRI MAG
MAR THF MIN
GLA PAL ARM
RAN SAG LUM

RARITY ★★★

MONARCHIC MOUSTACHE

DEFENCE 10



BUY -- | SELL 7500

MAGICAL MIGHT	7
MAGICAL MENDING	7

Stick this on and you'll seem like some kind of revered royal...probably.

WAR PRI MAG
MAR THF MIN
GLA PAL ARM
RAN SAG LUM

RARITY ★★★

SKULL CAP

DEFENCE 20

BUY -- | SELL 6000

MAGICAL MIGHT	5
MAGICAL MENDING	5

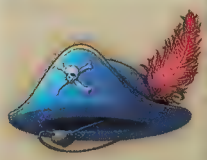
A super-realistic skull mask that will scare everyone silly!

WAR PRI MAG
MAR THF MIN
GLA PAL ARM
RAN SAG LUM

RARITY ★★★

SWASHBUCKLER'S BONNET

DEFENCE 23



BUY -- | SELL 15000

MAGICAL MIGHT	10
MAGICAL MENDING	8

The piratical hat worn by well-known seafarers the world over.

WAR PRI MAG
MAR THF MIN
GLA PAL ARM
RAN SAG LUM

RARITY ★★★

PUMPKIN HEAD

DEFENCE 21

BUY -- | SELL 4500

MAGICAL MIGHT	14

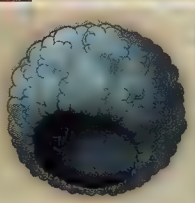
Want to look just like a jack o' lantern? Well, look no further!

WAR PRI MAG
MAR THF MIN
GLA PAL ARM
RAN SAG LUM

RARITY ★★★

BROWN AFRO

DEFENCE 18



BUY -- | SELL 3900

MAGICAL MIGHT	9
MAGICAL MENDING	6

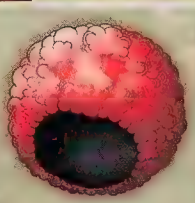
The biggest style a brunette can bestow upon their bonce.

WAR PRI MAG
MAR THF MIN
GLA PAL ARM
RAN SAG LUM

RARITY ★★★

RED AFRO

DEFENCE 18



BUY -- | SELL 3000

MAGICAL MIGHT	6
MAGICAL MENDING	9

The raddest style a redhead can bestow upon their bonce.

WAR PRI MAG
MAR THF MIN
GLA PAL ARM
RAN SAG LUM

RARITY ★★★

ALEFGARD HELM

DEFENCE 32

BUY -- | SELL 5000

A helmet habitually worn by a hero of Alefgard.

WAR PRI MAG
MAR THF MIN
GLA PAL ARM
RAN SAG LUM

RARITY ★★★

MIDENHALL HELM

DEFENCE 33

BUY -- | SELL 5000

A helmet undeniably hailing from His Majesty of Midenhall.

WAR PRI MAG
MAR THF MIN
GLA PAL ARM
RAN SAG LUM

RARITY ★★★

ALIAHAN HEADPIECE

DEFENCE 30

BUY -- | SELL 5000

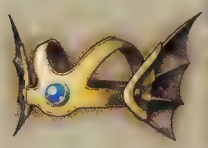
A gleaming garland given a great popularity boost by a legendary hero.

WAR PRI MAG
MAR THF MIN
GLA PAL ARM
RAN SAG LUM

RARITY ★★★

ZENITHIAN HELM

DEFENCE 31



BUY -- SELL 5000

A hip helmet that a Zenithian hero would happily have on.

WAR	PRI	MAG
MAR	THF	MIN
GLA	PAL	ARM
RAN	SAG	LUM

RARITY ★★★

GOTHAN TURBAN

DEFENCE 22

BUY -- SELL 5000

MAGICAL MIGHT	8
MAGICAL MENDING	15

A no-frills fabric headpiece loved by the long-lost king of Gotha.

WAR	PRI	MAG
MAR	THF	MIN
GLA	PAL	ARM
RAN	SAG	LUM

RARITY ★★★

SOMNIA HAIR

DEFENCE 23

BUY -- SELL 5000

MAGICAL MIGHT	12
MAGICAL MENDING	12

A handsome hairdo that harks back to that of the Prince of Somnia.

WAR	PRI	MAG
MAR	THF	MIN
GLA	PAL	ARM
RAN	SAG	LUM

RARITY ★★★

ESTARD HOOD

DEFENCE 22

BUY -- SELL 5000

MAGICAL MIGHT	9
MAGICAL MENDING	13

A favourite of fishermen that's particularly popular in Estard.

WAR	PRI	MAG
MAR	THF	MIN
GLA	PAL	ARM
RAN	SAG	LUM

RARITY ★★★

TRODAIN BANDANA

DEFENCE 26

BUY -- SELL 5000

MAGICAL MIGHT	15
MAGICAL MENDING	8

A cloth head-covering worn by a warrior of Trodain.

WAR	PRI	MAG
MAR	THF	MIN
GLA	PAL	ARM
RAN	SAG	LUM

RARITY ★★★

CANNOCK HELM

DEFENCE 17

BUY -- SELL 2500

MAGICAL MENDING	10

Avant-garde goggled nog-ginwear perfect for the Prince of Cannock.

WAR	PRI	MAG
MAR	THF	MIN
GLA	PAL	ARM
RAN	SAG	LUM

RARITY ★★★

MOONBROOKE HOOD

DEFENCE 15

BUY -- SELL 2500

MAGICAL MIGHT	12

A classy cowl popularised by a princess of Moonbrooke.

WAR	PRI	MAG
MAR	THF	MIN
GLA	PAL	ARM
RAN	SAG	LUM

RARITY ★★★

RAGNAR'S HELM

DEFENCE 24

BUY -- SELL 2500

Plucky poll protection made use of by McRyan.

WAR	PRI	MAG
MAR	THF	MIN
GLA	PAL	ARM
RAN	SAG	LUM

RARITY ★★★

ALENA'S HAT

DEFENCE 20

BUY -- SELL 2500

A triangular topper modelled on that of a tough tsarevna.

WAR	PRI	MAG
MAR	THF	MIN
GLA	PAL	ARM
RAN	SAG	LUM

RARITY ★★★

KIRYL'S KAMILAVKA

DEFENCE 17

BUY -- SELL 2500

MAGICAL MENDING	12

A tall bonce embellishment that belonged to Bishop Kiryl.

WAR	PRI	MAG
MAR	THF	MIN
GLA	PAL	ARM
RAN	SAG	LUM

RARITY ★★★

BORYA'S BOUFFANT

DEFENCE 16

BUY -- SELL 2500

MAGICAL MIGHT	11

A silvery shock resembling that of the sorcerer Borya.

WAR	PRI	MAG
MAR	THF	MIN
GLA	PAL	ARM
RAN	SAG	LUM

RARITY ★★★

TORNEKO'S CAP

DEFENCE 19

BUY -- SELL 2500

A small-scale skullcap signed inside by Torneko Taloon.

WAR	PRI	MAG
MAR	THF	MIN
GLA	PAL	ARM
RAN	SAG	LUM

RARITY ★★★

MAYA'S MANE

DEFENCE 17

BUY -- SELL 2500

MAGICAL MIGHT 10

A hairdo that harks back to that of the dazzling dancer Maya.

WAR	PRI	MAG
MAR	THF	MIN
GLA	PAL	ARM
RAN	SAG	LUM

RARITY ★★★

MILLY'S HAIR

DEFENCE 19

BUY -- SELL 2500

MAGICAL MENDING 10

Long blond locks like those worn by Milly.

WAR	PRI	MAG
MAR	THF	MIN
GLA	PAL	ARM
RAN	SAG	LUM

RARITY ★★★

MEENA'S MANE

DEFENCE 17

BUY -- SELL 2500

MAGICAL MENDING 10

Long, lavish hairdo modelled on that of Meena the mystic.

WAR	PRI	MAG
MAR	THF	MIN
GLA	PAL	ARM
RAN	SAG	LUM

RARITY ★★★

ASHLYNN'S HAIR

DEFENCE 19

BUY -- SELL 2500

MAGICAL MIGHT 10

Ashlynn's tufts tied up at the top.

WAR	PRI	MAG
MAR	THF	MIN
GLA	PAL	ARM
RAN	SAG	LUM

RARITY ★★★

BIANCA'S BRAID

DEFENCE 18

BUY -- SELL 2500

MAGICAL MIGHT 7
MAGICAL MENDING 7

An unpretentious plait like that of the boyish yet beautiful Bianca.

WAR	PRI	MAG
MAR	THF	MIN
GLA	PAL	ARM
RAN	SAG	LUM

RARITY ★★★

KIEFER'S HAIR

DEFENCE 23

BUY -- SELL 2500

Prince Kiefer's raucous, roguish hairdo.

WAR	PRI	MAG
MAR	THF	MIN
GLA	PAL	ARM
RAN	SAG	LUM

RARITY ★★★

NERA'S HAIR

DEFENCE 18

BUY -- SELL 2500

MAGICAL MENDING 9

Beautiful, long blue hair like that of Nera Briscoletti.

WAR	PRI	MAG
MAR	THF	MIN
GLA	PAL	ARM
RAN	SAG	LUM

RARITY ★★★

MARIBEL'S HOOD

DEFENCE 20

BUY -- SELL 2500

A cute cowl carrying Maribel's bona fide signature.

WAR	PRI	MAG
MAR	THF	MIN
GLA	PAL	ARM
RAN	SAG	LUM

RARITY ★★★

DEBORA'S DAMASKS

DEFENCE 20

BUY -- SELL 2500

MAGICAL MIGHT 9

Debora Briscoletti's beloved hair embellishment.

WAR	PRI	MAG
MAR	THF	MIN
GLA	PAL	ARM
RAN	SAG	LUM

RARITY ★★★

TRODEFACE

DEFENCE 23

BUY -- SELL 2500

A fancy-dress facemask featuring King Trode's famous Phiz.

WAR	PRI	MAG
MAR	THF	MIN
GLA	PAL	ARM
RAN	SAG	LUM

RARITY ★★★

CARVER'S HAIR

DEFENCE 22

BUY -- SELL 2500

A manly Mohican mop in Carver's style.

WAR	PRI	MAG
MAR	THF	MIN
GLA	PAL	ARM
RAN	SAG	LUM

RARITY ★★★

YANGUS'S TITFER

DEFENCE 24

BUY -- SELL 2500

A spiky skullcap scented with the sweet smell of Yangus's sweat.

WAR	PRI	MAG
MAR	THF	MIN
GLA	PAL	ARM
RAN	SAG	LUM

RARITY ★★★

JESS'S TRESSES

DEFENCE 21

BUY -- SELL 2500

MAGICAL MIGHT 11

A twin ponytail that Jessica touts as being terrific for travelling.

WAR	PRI	MAG
MAR	THF	MIN
GLA	PAL	ARM
RAN	SAG	LUM

RARITY ★★★

FLEURETTE'S FLORET

DEFENCE 19

BUY -- SELL 2500

MAGICAL MENDING 10

A black bloom to embellish the hair in Fleurette's fancy style.

WAR	PRI	MAG
MAR	THF	MIN
GLA	PAL	ARM
RAN	SAG	LUM

RARITY ★★★

TEMPLAR'S TRESSES

DEFENCE 21

BUY -- SELL 2500

MAGICAL MENDING 11

Angelo's painstakingly preened handsome haircut.

WAR	PRI	MAG
MAR	THF	MIN
GLA	PAL	ARM
RAN	SAG	LUM

RARITY ★★★

STELLAR STARFLOWER

DEFENCE 23

BUY -- SELL 2500

MAGICAL MIGHT 8
MAGICAL MENDING 8

A flowery frill for furnishing the hair in Stella's style.

WAR	PRI	MAG
MAR	THF	MIN
GLA	PAL	ARM
RAN	SAG	LUM

RARITY ★★★

MORRIE'S MULLET

DEFENCE 18

BUY -- SELL 2500

MAGICAL MIGHT 6
MAGICAL MENDING 6

A barber-baffling head of hair modelled in a Morrie-esque style.

WAR	PRI	MAG
MAR	THF	MIN
GLA	PAL	ARM
RAN	SAG	LUM

RARITY ★★★

ERINN'S HEADKERCHIEF

DEFENCE 7

BUY -- SELL 25

MAGICAL MIGHT 5
MAGICAL MENDING 5

The basic bandana Erinn wears to keep her hair under control.

WAR	PRI	MAG
MAR	THF	MIN
GLA	PAL	ARM
RAN	SAG	LUM

RARITY ★★★

TORSO

LEATHER ARMOUR

DEFENCE 6

BUY 180 SELL 90

Fully frill-free armour of firm, tanned leather.

WAR	PRI	
	THF	MIN
GLA	PAL	ARM
RAN	SAG	LUM

RARITY ★

LARGE-SCALE ARMOUR

DEFENCE 17

BUY -- SELL 550

Armour constructed with a covering of carefully selected scales.

WAR	PRI	
	THF	MIN
GLA	PAL	ARM
RAN	SAG	LUM

RARITY ★

SCALE ARMOUR

DEFENCE 9

BUY 350 SELL 175

A suit of armour with a scaly skin.

WAR	PRI	
	THF	MIN
GLA	PAL	ARM
RAN	SAG	LUM

RARITY ★

CHAIN MAIL

DEFENCE 11

BUY 540 SELL 270

A supple suit made from little loops of wire.

WAR	PRI	
	THF	MIN
GLA	PAL	ARM
RAN		LUM

RARITY ★

BRONZE ARMOUR

DEFENCE 14

BUY 720 SELL 360

Armour made of alloyed metal plates.

WAR
THF MIN
GLA PAL ARM
LUM

RARITY ★

IRON CUIRASS

DEFENCE 16

BUY 1000 SELL 500

Good defensive garb made of iron that covers the chest.

WAR PRI
THF MIN
GLA PAL ARM
RAN SAG LUM

RARITY ★

SILVER CUIRASS

DEFENCE 25

BUY -- SELL 1100

A precious piece of protection for the chest.

WAR PRI
THF MIN
GLA PAL ARM
RAN SAG LUM

RARITY ★

IRON ARMOUR

DEFENCE 18

BUY 1200 SELL 600

Metal armour that covers the upper quarters.

WAR
THF
GLA PAL ARM

RARITY ★

FULL PLATE ARMOUR

DEFENCE 28

BUY -- SELL 1450

Steel armour that covers the upper quarters.

WAR
THF
GLA PAL ARM

RARITY ★

GIGASTEEL ARMOUR

DEFENCE 36

BUY -- SELL 2400

A very hard version of full plate armour.

WAR
THF
GLA PAL ARM

RARITY ★

TORTOISE SHELL

DEFENCE 22

BUY 1550 SELL 775

An uninspiring piece of armour that nonetheless shelldom lets you down.

WAR PRI
MAR THF MIN
GLA PAL ARM
RAN LUM

RARITY ★

TORTOISESHELL ARMOUR

DEFENCE 30

BUY -- SELL 1650

An eccentric enhancement of the tortoise shell.

WAR PRI
MAR THF MIN
GLA PAL ARM
RAN LUM

RARITY ★

SILVER MAIL

DEFENCE 31

BUY 4000 SELL 2000

An argent suit of armour that deflects a dash of magic damage.

WAR
MIN
GLA PAL ARM
LUM

RARITY ★

GOLD MAIL

DEFENCE 38

BUY -- SELL 4900

Protective golden garb that deflects a dash of magic damage.

WAR
MIN
GLA PAL ARM
LUM

RARITY ★

PLATINUM MAIL

DEFENCE 43

BUY -- SELL 9000

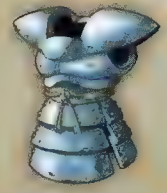
Precious protection that can deflect a dash of magic damage.

WAR
MIN
GLA PAL ARM
LUM

RARITY ★★

HEAVY ARMOUR

DEFENCE 35



BUY 3600 SELL 1800

A sturdy suit that staves off some fire- and ice- based strife.

WAR
GLA PAL

RARITY ★

WARRIOR'S ARMOUR

DEFENCE 41

BUY -- SELL 2550

A snazzy suit of armour that would suit a snooty soldier.

WAR

RARITY ★★

DRAGON MAIL

DEFENCE 44

BUY 11500 SELL 5750

A scaly suit that deflects fire- and ice-based damage.

WAR | THF | MIN | GLA | PAL | RAN | LUM

RARITY ★

FEMISCYRAN MAIL

DEFENCE 40

BUY 6100 SELL 3050

A flexible defensive garment for female fighters.

WAR

RARITY ★★

TACTICAL VEST

DEFENCE 46

BUY -- SELL 3450

Combat clobber for high-grade male gladiators.

GLA

RARITY ★★

MAGIC ARMOUR

DEFENCE 37

BUY 5800 SELL 2900

MAGICAL MIGHT	4
MAGICAL MENDING	4

A strange suit of armour that staves off spells.

WAR | PRI | THF | MIN | GLA | PAL | ARM | SAG | LUM

RARITY ★

BRAWLING BYRNIE

DEFENCE 45

BUY -- SELL 3400

Combat clobber for high-grade female gladiators.

GLA

RARITY ★★

ENCHANTED ARMOUR

DEFENCE 42

BUY -- SELL 4900

MAGICAL MIGHT	7
MAGICAL MENDING	7

A saintly suit of armour that staves off spells.

WAR | PRI | THF | MIN | GLA | PAL | ARM | SAG | LUM

RARITY ★

HOLY MAIL

DEFENCE 47

BUY -- SELL 3650

Protection for male paladins that guards against ungodly powers.

PAL

RARITY ★★

ETHEREAL ARMOUR

DEFENCE 47

BUY -- SELL 7400

MAGICAL MIGHT	10
MAGICAL MENDING	10

A stupendous suit of armour that staves off spells.

WAR | PRI | THF | MIN | GLA | PAL | ARM | SAG | LUM

RARITY ★★

HOLY FEMAIL

DEFENCE 48

BUY -- SELL 3600

Protection for female paladins that guards against ungodly powers.

PAL

RARITY ★★

SPIKED ARMOUR

DEFENCE 39

BUY -- SELL 9500

Artful armour that reflects damage right back at its source.

WAR | MIN | GLA | PAL | LUM

RARITY ★★

DRAGON WARRIOR ARMOUR

DEFENCE 38

BUY -- SELL --

Armour given by Greygnarl as a token of friendship.

WAR | PRI | MAG | MAR | THF | MIN | GLA | PAL | ARM | RAN | SAG | LUM

RARITY ★★

TORSO (continued)

SACRED ARMOUR

DEFENCE 46

BUY -- SELL 7750

Enchanged armour that helps heal its wearer's wounds in battle.

WAR, THF, MIN, GLA, PAL, ARM, LUM

RARITY ★★

SACROSANCT ARMOUR

DEFENCE 53

BUY -- SELL 9750

A splendid suit that helps heal its wearer's wounds in battle.

WAR, THF, MIN, GLA, PAL, ARM, LUM

RARITY ★★★

VETERAN'S ARMOUR

DEFENCE 56

BUY -- SELL 9450

Ancient armour said to harbour the soul of a bygone battler.

WAR

RARITY ★★

MIRROR ARMOUR

DEFENCE 52

BUY 22500 SELL 11250

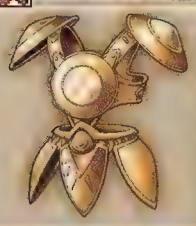
Enchanged armour that sometimes sends spells back to their source.

WAR, THF, MIN, GLA, PAL, ARM, LUM

RARITY ★★

CATOPTRIC ARMOUR

DEFENCE 60



BUY -- SELL 15500

A resplendent suit that sometimes sends spells back to their source.

WAR, THF, MIN, GLA, PAL, ARM, LUM

RARITY ★★★

GIGANT ARMOUR

DEFENCE 58

BUY 36000 SELL 18000

Heavy armour, strong against fire-, ice-, and lightning-based attacks.

WAR, THF, GLA, RAN

RARITY ★★

METAL SLIME ARMOUR

DEFENCE 63

BUY -- SELL 19000

Armour with a metal slime emblem that staves off spells.

WAR, MIN, GLA, PAL, ARM, LUM

RARITY ★★

LIQUID METAL ARMOUR

DEFENCE 70

BUY -- SELL 24000

Armour with a liquid metal slime emblem that staves off spells.

WAR, MIN, GLA, PAL, ARM, LUM

RARITY ★★★

METAL KING ARMOUR

DEFENCE 77

BUY -- SELL 29000

Armour with a metal king slime emblem that staves off spells.

WAR, MIN, GLA, PAL, ARM, LUM

RARITY ★

RUSTY ARMOUR

DEFENCE 26

BUY -- SELL --

A spoilt, sorrowful suit of armour of obscure origin.

WAR, MIN, GLA, PAL, LUM

RARITY ★

ERDRICK'S ARMOUR

DEFENCE 82

BUY -- SELL --

Archetypal armour once worn by a heralded hero.

WAR, MIN, GLA, PAL, LUM

RARITY ★★★★

VICTORIOUS ARMOUR

DEFENCE 78

BUY -- SELL 20000

Mystical mail that mends HP and MP merely by moving about.

WAR, MIN, GLA, PAL, ARM, LUM

RARITY ★★★★

GLORIOUS ARMOUR

DEFENCE 85

BUY -- SELL 25000

Acclaimed armour that mends HP and MP merely by moving about.

WAR
MIN
GLA PAL ARM
LUM

RARITY ★★★★

MYTHICAL ARMOUR

DEFENCE 93

BUY -- SELL 30000

Impermeable armour that mends HP and MP merely by moving about.

WAR
MIN
GLA PAL ARM
LUM

RARITY ★★★★

LEGENDARY ARMOUR

DEFENCE 100

BUY -- SELL 35000

Unparalleled protection that mends HP and MP merely by moving about.

WAR PRI MAG
MAR THF MIN
GLA PAL ARM
RAN SAG LUM

RARITY ★

PLAIN CLOTHES

DEFENCE 2

BUY 30 SELL 3

A bog-standard bit of kit made of common cloth.

WAR PRI MAG
MAR THF MIN
GLA PAL ARM
RAN SAG LUM

RARITY ★★★★★

WAYFARER'S CLOTHES

DEFENCE 4

BUY 70 SELL 35

Hardy hempen togs treasured by travellers.

WAR PRI MAG
MAR THF MIN
GLA PAL ARM
RAN SAG LUM

RARITY ★

LEATHER DRESS

DEFENCE 6

BUY 290 SELL 145

MAGICAL MENDING 3

A surprisingly stylish dress made of hard-wearing animal hide.

WAR PRI MAG
MAR THF MIN
GLA PAL ARM
RAN SAG LUM

RARITY ★

PLAIN DRESS

DEFENCE 15

BUY 1600 SELL 800

A nice little number that brings to mind the green of young grass.

WAR PRI MAG
MAR THF MIN
GLA PAL ARM
RAN SAG LUM

RARITY ★

SUMMER DRESS

DEFENCE 24

BUY 4800 SELL 2400

A fancy frock that's white, light and quite cool.

WAR PRI MAG
MAR THF MIN
GLA PAL ARM
RAN SAG LUM

RARITY ★

JAGUARMENT

DEFENCE 45

BUY 25500 SELL 12750

A jazzy dress made from a jaguar's hide.

WAR PRI MAG
MAR THF MIN
GLA PAL ARM
RAN SAG LUM

RARITY ★

TRAINING TOP

DEFENCE 7

BUY 250 SELL 125

A loose garment made for ease of movement when working out.

MAR THF

RARITY ★

TRACKSUIT TOP

DEFENCE 15

BUY -- SELL 285

A loose garment made for tougher training sessions.

MAR THF

RARITY ★

LEATHER CAPE

DEFENCE 8

BUY 320 SELL 160

A toasty, tanned-leather type of attire.

WAR PRI MAG
MAR THF MIN
GLA PAL ARM
RAN SAG LUM

RARITY ★

TORSO (continued)

SWINEDIMPLES BLAZER

DEFENCE 10

BUY 1500 SELL 750

The uniform of an acclaimed academy.

WAR	PRI	MAG
MAR	THF	MIN
GLA	PAL	ARM
RAN	SAG	LUM

RARITY ★★

SHIPMATE'S SHIRT

DEFENCE 25

BUY 5980 SELL 2990

A stripy shirt for seafaring souls.

WAR	PRI	MAG
MAR	THF	MIN
GLA	PAL	ARM
RAN	SAG	LUM

RARITY ★

DANCER'S COSTUME

DEFENCE 13

BUY 740 SELL 370

Attractive attire donned by dancers.

WAR	PRI	MAG
MAR	THF	MIN
GLA	PAL	ARM
RAN	SAG	LUM

RARITY ★

CLOAK OF EVASION

DEFENCE 13

BUY 1000 SELL 500

EVASION CHANCE 3.0%

Uncommon clothing that makes evading enemy attacks easier.

WAR	PRI	MAG
MAR	THF	MIN
GLA	PAL	ARM
RAN	SAG	LUM

RARITY ★

GARISH GARB

DEFENCE 12

BUY 660 SELL 330

Ta-daa! Glitzy, some might say gaudy, garb for stars of the stage.

WAR	PRI	MAG
MAR	THF	MIN
GLA	PAL	ARM
RAN	SAG	LUM

RARITY ★

CLOAK OF CONCEALMENT

DEFENCE 18

BUY -- SELL 1500

EVASION CHANCE 4.0%

Enchanted attire that makes evading enemy attacks easier.

WAR	PRI	MAG
MAR	THF	MIN
GLA	PAL	ARM
RAN	SAG	LUM

RARITY ★★

FUR PONCHO

DEFENCE 15

BUY -- SELL 430

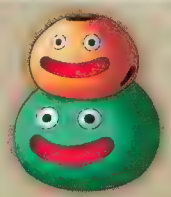
A sturdy skin that staves off fire and ice attacks.

WAR	PRI	MAG
MAR	THF	MIN
GLA	PAL	ARM
RAN	SAG	LUM

RARITY ★

GOOEY GEAR

DEFENCE 21



BUY -- SELL 2650

Wobbly wear oozing with fancy-dress flair for an amazing translimation.

WAR	PRI	MAG
MAR	THF	MIN
GLA	PAL	ARM
RAN	SAG	LUM

RARITY ★

WHITE T-SHIRT

DEFENCE 11

BUY 520 SELL 260

A plain, white t-shirt.

WAR	PRI	MAG
MAR	THF	MIN
GLA	PAL	ARM
RAN	SAG	LUM

RARITY ★

BUNNY SUIT

DEFENCE 22

BUY 3550 SELL 1775

The sort of glamorous get-up bunny girls gad-about in.

WAR	PRI	MAG
MAR	THF	MIN
GLA	PAL	ARM
RAN	SAG	LUM

RARITY ★

JOLLY ROGER JUMPER

DEFENCE 19

BUY -- SELL 1990

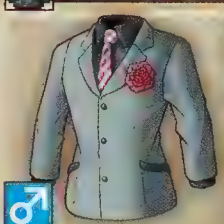
A scary top sporting a skull-and-crossbones design.

WAR	PRI	MAG
MAR	THF	MIN
GLA	PAL	ARM
RAN	SAG	LUM

RARITY ★

SMART SUIT

DEFENCE 18



BUY 2300 SELL 1150

A super-smart and stylish suit for the most fastidious of fops.

WAR	PRI	MAG
MAR	THF	MIN
GLA	PAL	ARM
RAN	SAG	LUM

RARITY ★

SPANGLED DRESS

DEFENCE 18

BUY 2500 SELL 1250

A graceful gown for the more mature lady.

WAR	PRI	MAG
MAR	THF	MIN
GLA	PAL	ARM
RAN	SAG	LUM

RARITY ★

FLAMENCO SHIRT

DEFENCE 38

BUY -- SELL 2850

Rose-coloured regalia that's right on for male performers.

MIN

RARITY ★

VELVET CAPE

DEFENCE 20

BUY 3000 SELL 1500

A classy cloak that improves one's appearance.

	PRI	MAG
	THF	MIN
		ARM
	SAG	LUM

RARITY ★★

DANCER'S DRESS

DEFENCE 38

BUY -- SELL 3200

A gorgeous garment that's great for girls on the stage.

MIN

RARITY ★

MAJESTIC MANTLE

DEFENCE 26

BUY -- SELL 2550

A regal wrap that enhances the elegance of any outfit eightfold.

	PRI	MAG
	THF	MIN
		ARM
	SAG	LUM

RARITY ★

ROGUE'S ROBES

DEFENCE 39

BUY -- SELL 3350

Apparel apparently worn by principled male pilferers.

THF

RARITY ★★

TUSSLER'S TOP

DEFENCE 31

BUY 3400 SELL 1700

An outfit for male martial artists to wear in real-life combat.

MAR

RARITY ★

ROGUESS'S ROBES

DEFENCE 39

BUY -- SELL 3250

Apparel apparently worn by principled female pilferers.

THF

RARITY ★★

STRONGSAM

DEFENCE 32

BUY 4100 SELL 2050

An unresrictive outfit that's much-loved by female martial artists.

MAR

RARITY ★

FUR VEST

DEFENCE 36

BUY 5800 SELL 2900

Body-hugging boyswear that fends off fire- and ice-based attacks.

WAR	PRI	MAG
MAR	THF	MIN
GLA	PAL	ARM
RAN	SAG	LUM

RARITY ★

DRAGON DRESS

DEFENCE 40

BUY -- SELL 4050

Female martial artist's attire that fends off fire and ice attacks.

MAR

RARITY ★★

NOMADIC DEEL

DEFENCE 39

BUY -- SELL 3800

A kilt revered by rangers for possessing the power of the earth.

RAN

RARITY ★★

TORSO (continued)

STAR'S SUIT

DEFENCE 44

BUY -- SELL 11750

A suit for celebrities who have a need to be noticed.

LUM

RARITY ★★

SUPERSTAR'S SUIT

DEFENCE 53

BUY -- SELL 16000

A sparkling suit for an illustrious luminary.

LUM

RARITY ★★★

TINT-TASTIC TUTU

DEFENCE 44

BUY 24400 SELL 12200

A frilly, floating frock for the furtherance of fans' fantasies.

LUM

RARITY ★★

TECHNICOLOUR TUTU

DEFENCE 53

BUY -- SELL 17000

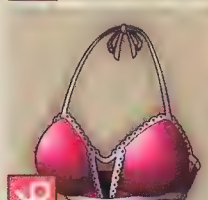
A gasp-worthy gown for golden girls.

LUM

RARITY ★★★

DANGEROUS BIKINI TOP

DEFENCE 1



BUY 13800 SELL 6900

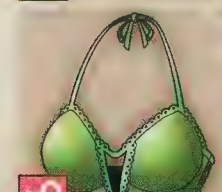
Swimwear that's somewhat unsafe to get eyes on.

WAR	PRI	MAG
MAR	THF	MIN
GLA	PAL	ARM
RAN	SAG	LUM

RARITY ★

HOT BIKINI TOP

DEFENCE 34



BUY -- SELL 9900

Waterwear that works well against fire and lightning attacks.

WAR	PRI	MAG
MAR	THF	MIN
GLA	PAL	ARM
RAN	SAG	LUM

RARITY ★★

SIZZLING BIKINI TOP

DEFENCE 45

BUY -- SELL 13400

Bold bathing gear that bravely beats back fire and lightning attacks.

WAR	PRI	MAG
MAR	THF	MIN
GLA	PAL	ARM
RAN	SAG	LUM

RARITY ★★★

DRAGON TOP

DEFENCE 39

BUY 11200 SELL 5600

Martial artist's attire that impedes attacks of fire and ice.

MAR

RARITY ★★

DARK ROBE

DEFENCE 37

BUY 13500 SELL 6750

EVASION CHANCE 2.0%

A gloomy-looking gown that sends enemy attacks astray.

	PRI	
MAR	THF	MIN
		ARM
RAN	SAG	LUM

RARITY ★★

MACABRE MANTLE

DEFENCE 42

BUY -- SELL 12250

EVASION CHANCE 3.0%

Dingy drapery that makes dodging enemy attacks a doddle.

	PRI	
MAR	THF	MIN
		ARM
RAN	SAG	LUM

RARITY ★★★

COMBAT TOP

DEFENCE 47

BUY 27000 SELL 13500

A piece of clothing worn by pre-modern male martial artists.

MAR

RARITY ★★

COMBAT COSTUME

DEFENCE 48

BUY 27500 SELL 13750

A piece of clothing worn by pre-modern female martial artists.

MAR

RARITY ★★

TWINKLING TUXEDO

DEFENCE 35

BUY -- SELL 7250

A supernatural suit that sporadically reflects spells.

WAR	PRI	MAG
MAR	THF	MIN
GLA	PAL	ARM
RAN	SAG	LUM

RARITY ★★★

SHIMMERING DRESS

DEFENCE 35

BUY -- SELL 7750

A nebulous number that's not unknown to reflect spells.

WAR	PRI	MAG
MAR	THF	MIN
GLA	PAL	ARM
RAN	SAG	LUM

RARITY ★★★

DANGEROUS BUSTIER

DEFENCE 1

BUY -- SELL 5900

A barely believable bodice that you'd be brave to look at.

WAR	PRI	MAG
MAR	THF	MIN
GLA	PAL	ARM
RAN	SAG	LUM

RARITY ★★

SILK BUSTIER

DEFENCE 34

BUY -- SELL 8200

A superior and oh-so-soft bodice made of silk.

WAR	PRI	MAG
MAR	THF	MIN
GLA	PAL	ARM
RAN	SAG	LUM

RARITY ★★★

DIVINE BUSTIER

DEFENCE 58

BUY -- SELL 16250

EVASION CHANCE 3.0%

A beautiful bodice that makes sidestepping enemy strikes a cinch.

WAR	PRI	MAG
MAR	THF	MIN
GLA	PAL	ARM
RAN	SAG	LUM

RARITY ★★★★

PALLIUM REGALE

DEFENCE 63

BUY -- SELL --

A gown that grants only real royalty the right to wear it.

	PRI	
	THF	MIN
	PAL	ARM
RAN	SAG	LUM

RARITY ★★★★

TROPOTOGA

DEFENCE 61

BUY -- SELL 15000

A reassuring wrap that repels fire, ice, poison, sleep, and paralysis.

	PRI	
MAR	THF	MIN
RAN	SAG	LUM

RARITY ★★★★

STRATOTOGA

DEFENCE 66

BUY -- SELL 18000

A resistant wrap that repels fire, ice, poison, sleep, and paralysis.

	PRI	
MAR	THF	MIN
RAN	SAG	LUM

RARITY ★★★★

MESOTOGA

DEFENCE 70

BUY -- SELL 22000

A radical wrap that repels fire, ice, poison, sleep, and paralysis.

	PRI	
MAR	THF	MIN
RAN	SAG	LUM

RARITY ★★★★

EXOTOGA

DEFENCE 75

BUY -- SELL 27000

The perfect protection against fire, ice, poison, sleep, and paralysis.

	PRI	
MAR	THF	MIN
RAN	SAG	LUM

RARITY ★★★★★

SILK ROBE

DEFENCE 3

BUY 210 SELL 105

MAGICAL MIGHT 3

A quality cape spun from silk yarn.

WAR	PRI	MAG
MAR	THF	MIN
GLA	PAL	ARM
RAN	SAG	LUM

RARITY ★

ROBE OF SERENITY

DEFENCE 9

BUY 950 SELL 475

MAGICAL MIGHT 5

MAGICAL MENDING 5

Stops some attacks that would otherwise send the wearer to sleep.

WAR	PRI	MAG
MAR	THF	MIN
GLA	PAL	ARM
RAN	SAG	LUM

RARITY ★

TORSO (continued)

ROBE OF SWEET DREAMS

DEFENCE 14

BUY -- SELL 1150

MAGICAL MIGHT	8
MAGICAL MENDING	10

A gown that guards against attacks that send victims to sleep.

WAR	PRI	MAG
MAR	THF	MIN
GLA	PAL	ARM
RAN	SAG	LUM

RARITY ★

BEST VEST

DEFENCE 12

BUY 2000 SELL 1000

MAGICAL MIGHT	8
MAGICAL MENDING	8

A fetching and fashionable vest.

WAR	PRI	MAG
MAR	THF	MIN
GLA	PAL	ARM
RAN	SAG	LUM

RARITY ★

MAGICAL ROBES

DEFENCE 15

BUY 3600 SELL 1800

MAGICAL MIGHT	12
MAGICAL MENDING	12

A magical vestment that spoils the effects of spells.

	PRI	MAG
		MIN
	PAL	ARM
	SAG	LUM

RARITY ★

ENCHANTED ROBES

DEFENCE 20

BUY -- SELL 2650

MAGICAL MIGHT	16
MAGICAL MENDING	16

A sound vestment that staunchly stands up to spells.

	PRI	MAG
		MIN
	PAL	ARM
	SAG	LUM

RARITY ★

ETHEREAL ROBES

DEFENCE 26

BUY -- SELL 3100

MAGICAL MIGHT	20
MAGICAL MENDING	20

A protected vestment that's particularly powerful against magic.

	PRI	MAG
		MIN
	PAL	ARM
	SAG	LUM

RARITY ★★

ASCETIC ROBE

DEFENCE 19

BUY -- SELL 1950

MAGICAL MENDING	18

A virtuous vestment for male priests that stops MP being stolen

	PRI	

RARITY ★

SAINTLY ROBE

DEFENCE 25

BUY -- SELL 3250

MAGICAL MENDING	24

A godly gown that defends against the draining of magic.

	PRI	

RARITY ★★

PRIESTESS'S PINAFORE

DEFENCE 19

BUY -- SELL 2050

MAGICAL MENDING 18

A virtuous vestment for female priests that stops MP being stolen.

	PRI	

RARITY ★

FIZZLE-RETARDANT SUIT

DEFENCE 18

BUY -- SELL 2000

MAGICAL MIGHT	18

A gob-smacking garment for male mages that fends off Fizzle.

		MAG

RARITY ★

FIZZLE-PROOF SUIT

DEFENCE 24

BUY -- SELL 3500

MAGICAL MIGHT	24

An enchanted ensemble for male mages that fends off Fizzle.

		MAG

RARITY ★★

FIZZLE-RETARDANT BLOUSE

DEFENCE 18

BUY -- SELL 2150

MAGICAL MIGHT	18

A gob-smacking garment for female mages that fends off Fizzle.

		MAG

RARITY ★

GLOMBOLERO

DEFENCE 20

BUY -- SELL 3300

MAGICAL MIGHT	16

Curious clothing that absorbs the power of magic cast on it.

WAR	PRI	MAG
MAR	THF	MIN
GLA	PAL	ARM
RAN	SAG	LUM

RARITY ★★

FENCING JACKET

DEFENCE 45

BUY -- SELL 3700

MAGICAL MIGHT 15

Male armamentalist's attire that impedes the impact of magic attacks.

ARM

RARITY ★

FENCING FROCK

DEFENCE 44

BUY -- SELL 3700

MAGICAL MIGHT 16

Female armamentalist's attire that impedes the impact of magic attacks.

ARM

RARITY ★

SAGE'S ROBE

DEFENCE 32

BUY -- SELL 5300

MAGICAL MIGHT 22
MAGICAL MENDING 18

A gorgeous gown that guards against magic damage.

SAG

RARITY ★★

MAIDEN'S MANTLE

DEFENCE 32

BUY 23500 SELL 11750

MAGICAL MIGHT 18
MAGICAL MENDING 22

A mighty magical cloak favoured by erudite females.

SAG

RARITY ★

FLOWING DRESS

DEFENCE 25

BUY 18000 SELL 9000

MAGICAL MIGHT 18
MAGICAL MENDING 18

A consecrated costume that curbs fire- and ice-based damage.

PRI MAG
MIN
PAL ARM
RAN SAG LUM

RARITY ★★

WIZARD'S ROBE

DEFENCE 27

BUY 12500 SELL 6250

MAGICAL MIGHT 27

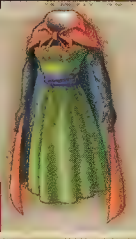
A Fizzle-fizzling frock that harbours the soul of an ancient sorcerer.

MAG

RARITY ★★

WITCH'S ROBE

DEFENCE 27



BUY 13000 SELL 6500

MAGICAL MIGHT 28

A Fizzle-fizzling frock that harbours the soul of an ancient sorceress.

MAG

RARITY ★★

SURPLICE

DEFENCE 30

BUY -- SELL 6400

MAGICAL MENDING 27

A past priest's vital vestment used to evade magic draining.

PRI

RARITY ★★

CAPE OF GOOD KARMA

DEFENCE 35

BUY -- SELL 6500

MAGICAL MIGHT 23
MAGICAL MENDING 23

A male sage's surplice that fights Fizzle and MP draining.

SAG

RARITY ★★

DIVINE DRESS

DEFENCE 35

BUY -- SELL 6500

MAGICAL MIGHT 23
MAGICAL MENDING 25

A lady sage's surplice that fights Fizzle and MP draining.

SAG

RARITY ★★

PRINCE'S PEA COAT

DEFENCE 30

BUY -- SELL 9000

MAGICAL MIGHT 20
MAGICAL MENDING 20

Magic-resistant regalia that would be perfect for a prince.

PRI MAG
MIN
ARM
SAG LUM

RARITY ★★

KING'S COAT

DEFENCE 34

BUY -- SELL 13500

MAGICAL MIGHT 25
MAGICAL MENDING 25

Magic-resistant regalia that would complement a king.

PRI MAG
MIN
ARM
SAG LUM

RARITY ★★

TORSO (continued)

EMPEROR'S ATTIRE

DEFENCE 38

BUY -- SELL 18000

MAGICAL MIGHT	30
MAGICAL MENDING	30

Magic-resistant regalia that exudes an emperor's exaltedness.

PRI MAG MIN ARM SAG LUM

RARITY ★★★

CELESTRIA'S RAIMENT

DEFENCE 43

BUY -- SELL 13250

MAGICAL MENDING	40

A downy gown that wards off sleep and death and heals wounds.

PRI MAG MIN ARM RAN SAG LUM

RARITY ★★★★

PRINCESS'S ROBE

DEFENCE 30

BUY -- SELL 9400

MAGICAL MIGHT	20
MAGICAL MENDING	20

Magic-resistant regalia that would be perfect for a princess.

PRI MAG MIN ARM SAG LUM

RARITY ★★

DRAGON ROBE

DEFENCE 39

BUY -- SELL 16250

MAGICAL MIGHT	32

A garment possessed by a powerful dragon that muffles magical attacks.

PRI MAG MAR MIN ARM RAN SAG LUM

RARITY ★★★

QUEEN'S ROBE

DEFENCE 34

BUY -- SELL 13900

MAGICAL MIGHT	25
MAGICAL MENDING	25

Magic-resistant regalia that would complement a queen.

PRI MAG MIN ARM SAG LUM

RARITY ★★

XENLON ROBE

DEFENCE 45

BUY -- SELL 18250

MAGICAL MIGHT	42

A garment possessed by a dragon deity that muffles magical attacks.

PRI MAG MAR MIN ARM RAN SAG LUM

RARITY ★★★★

EMPRESS'S ROBE

DEFENCE 38

BUY -- SELL 18400

MAGICAL MIGHT	30
MAGICAL MENDING	30

Magic-resistant regalia that exudes an empress's elegance.

PRI MAG MIN ARM SAG LUM

RARITY ★★★

ANGEL'S ROBE

DEFENCE 41

BUY -- SELL 18000

MAGICAL MIGHT	30
MAGICAL MENDING	30

Curious clothing that fends off fatal spells.

PRI MAG MIN SAG LUM

RARITY ★★★★

NIGHTMARE GOWN

DEFENCE 37

BUY -- SELL 9500

A deadly dressing-gown that dulls defence against many disorders.

PRI MAG MIN ARM RAN SAG LUM

RARITY ★★

ARCHANGEL'S ROBE

DEFENCE 44

BUY -- SELL 22000

MAGICAL MIGHT	34
MAGICAL MENDING	34

An unreal robe that fends off fatal spells.

PRI MAG MIN SAG LUM

RARITY ★★★★

CELESTRIA'S GOWN

DEFENCE 37

BUY -- SELL 11500

MAGICAL MENDING	32

A radiant robe that wards off sleep and death and heals wounds.

PRI MAG MIN ARM RAN SAG LUM

RARITY ★★★

AEON'S ROBE

DEFENCE 47

BUY -- SELL 26000

MAGICAL MIGHT	38
MAGICAL MENDING	38

A righteous robe that fends off fatal spells.

PRI MAG MIN SAG LUM

RARITY ★★★★

SERAPH'S ROBE

DEFENCE 50

BUY -- SELL 30000

MAGICAL MIGHT	42
MAGICAL MENDING	42

An unrivalled robe that fends off fatal spells.

PRI MAG MIN SAG LUM

RARITY ★★★★★

SANTA SUIT

DEFENCE 52

BUY -- SELL 9000

Jolly old Father Christmas's inimitable outfit. Ho ho ho!

WAR PRI MAG
MAR THF MIN
GLA PAL ARM
RAN SAG LUM

RARITY ★★★

MUSCLE BELT

DEFENCE 24

BUY -- SELL 7500

A belt for the bare skin that bolsters the beauty of brawn.

WAR PRI MAG
MAR THF MIN
GLA PAL ARM
RAN SAG LUM

RARITY ★★★

SANTA'S LITTLE HELPER SUIT

DEFENCE 50

BUY -- SELL 12000

Pop this on and just try not to feel the spirit of the season of goodwill!

WAR PRI MAG
MAR THF MIN
GLA PAL ARM
RAN SAG LUM

RARITY ★★★

MAID OUTFIT

DEFENCE 25

BUY 18000 SELL 9000

Aproned attire made for maids.

WAR PRI MAG
MAR THF MIN
GLA PAL ARM
RAN SAG LUM

RARITY ★★★

SKELETON SUIT

DEFENCE 38

BUY -- SELL 7500

The spooky, skeletal top half of a bone-themed ensemble.

WAR PRI MAG
MAR THF MIN
GLA PAL ARM
RAN SAG LUM

RARITY ★★★

CELESTIAL SUIT

DEFENCE 2

BUY -- SELL --

Astral attire made from incredible ingredients.

WAR PRI MAG
MAR THF MIN
GLA PAL ARM
RAN SAG LUM

RARITY ★

CAPTAIN'S COAT

DEFENCE 53

BUY -- SELL 17500

A coat cut for a cutlass-wielding captain of considerable renown.

WAR PRI MAG
MAR THF MIN
GLA PAL ARM
RAN SAG LUM

RARITY ★★★

WHITE TUXEDO

DEFENCE 48

BUY -- SELL 25000

What the groom wears at a slightly snazzy white wedding.

WAR PRI MAG
MAR THF MIN
GLA PAL ARM
RAN SAG LUM

RARITY ★★★

ALEFGARD ARMOUR

DEFENCE 60

BUY -- SELL 5000

Mail made to mimic that worn by a hero of Alefgard.

WAR PRI MAG
MAR THF MIN
GLA PAL ARM
RAN SAG LUM

RARITY ★★★

WEDDING DRESS

DEFENCE 45

BUY -- SELL 45000

What the bride wears at a traditional white wedding.

WAR PRI MAG
MAR THF MIN
GLA PAL ARM
RAN SAG LUM

RARITY ★★★

MIDENHALL GARB

DEFENCE 55

BUY -- SELL 5000

An outfit ostensibly worn by the Prince of Midenhall.

WAR PRI MAG
MAR THF MIN
GLA PAL ARM
RAN SAG LUM

RARITY ★★★

TORSO (continued)

ALIAHAN CLOTHES

DEFENCE 58

BUY -- SELL 5000

A supple suit supposedly sported by a legendary hero.

WAR	PRI	MAG
MAR	THF	MIN
GLA	PAL	ARM
RAN	SAG	LUM

RARITY ★★★

ZENITHIAN CLOTHES

DEFENCE 54

BUY -- SELL 5000

An unadorned outfit worn by a hero of Zenithia.

WAR	PRI	MAG
MAR	THF	MIN
GLA	PAL	ARM
RAN	SAG	LUM

RARITY ★★★

ZENITHIAN LEOTARD

DEFENCE 53

BUY -- SELL 5000

A body-hugging one-piece worn by a heroine of Zenithia.

WAR	PRI	MAG
MAR	THF	MIN
GLA	PAL	ARM
RAN	SAG	LUM

RARITY ★★★

GOTHAN ROBE

DEFENCE 40

BUY -- SELL 5000

MAGICAL MIGHT	12
MAGICAL MENDING	20

A frugal gown that once graced the shoulders of the King of Gotha.

WAR	PRI	MAG
MAR	THF	MIN
GLA	PAL	ARM
RAN	SAG	LUM

RARITY ★★★

SOMNIA CLOTHES

DEFENCE 47

BUY -- SELL 5000

A simple suit sported by the Prince of Somnia.

WAR	PRI	MAG
MAR	THF	MIN
GLA	PAL	ARM
RAN	SAG	LUM

RARITY ★★★

ESTARD CLOTHES

DEFENCE 50

BUY -- SELL 5000

Commonplace clothing that can be purchased in Estard.

WAR	PRI	MAG
MAR	THF	MIN
GLA	PAL	ARM
RAN	SAG	LUM

RARITY ★★★

TRODAIN TOGS

DEFENCE 52

BUY -- SELL 5000

The type of suit a certain Trodain trooper might be tricked out in.

WAR	PRI	MAG
MAR	THF	MIN
GLA	PAL	ARM
RAN	SAG	LUM

RARITY ★★★

CANNOCK CLOAK

DEFENCE 36

BUY -- SELL 3000

A comfortable cape worn by the Prince of Cannock.

WAR	PRI	MAG
MAR	THF	MIN
GLA	PAL	ARM
RAN	SAG	LUM

RARITY ★★★

MOONBROOKE DRESS

DEFENCE 20

BUY -- SELL 3000

MAGICAL MIGHT	10
MAGICAL MENDING	5

A plain piece of clothing worn by the Princess of Moonbrooke

WAR	PRI	MAG
MAR	THF	MIN
GLA	PAL	ARM
RAN	SAG	LUM

RARITY ★★★

RAGNAR'S ARMOUR

DEFENCE 38

BUY -- SELL 3000

A replica of Ragnar McRyan's royal guard's armour.

WAR	PRI	MAG
MAR	THF	MIN
GLA	PAL	ARM
RAN	SAG	LUM

RARITY ★★★

ALENA'S DRESS

DEFENCE 32

BUY -- SELL 3000

A tantalising one-piece worn by Tsarevna Alena.

WAR	PRI	MAG
MAR	THF	MIN
GLA	PAL	ARM
RAN	SAG	LUM

RARITY ★★★

KIRYL'S CLOTHES

DEFENCE 22

BUY -- SELL 3000

MAGICAL MENDING	12

Clobber that once clad Bishop Kiryl.

WAR	PRI	MAG
MAR	THF	MIN
GLA	PAL	ARM
RAN	SAG	LUM

RARITY ★★★

BORYA'S ROBE

DEFENCE 18

BUY -- SELL 3000

MAGICAL MIGHT 12

A cloak that once covered the shoulders of the sorcerer Borya.

WAR	PRI	MAG
MAR	THF	MIN
GLA	PAL	ARM
RAN	SAG	LUM

RARITY ★★★

DEBORA'S DRESS

DEFENCE 32

BUY -- SELL 3000

A gaudy garment dearly beloved by Debora Briscoletti.

WAR	PRI	MAG
MAR	THF	MIN
GLA	PAL	ARM
RAN	SAG	LUM

RARITY ★★★

TORNEKO'S CLOTHES

DEFENCE 30

BUY -- SELL 3000

A stripy suit made for the merchant Taloon.

WAR	PRI	MAG
MAR	THF	MIN
GLA	PAL	ARM
RAN	SAG	LUM

RARITY ★★★

CARVER'S VEST

DEFENCE 34

BUY -- SELL 3000

A vest of Carver's that could easily be mistaken for a ratty rag.

WAR	PRI	MAG
MAR	THF	MIN
GLA	PAL	ARM
RAN	SAG	LUM

RARITY ★★★

MAYA'S OUTFIT

DEFENCE 17

BUY -- SELL 3000

MAGICAL MIGHT 11

A racy raiment donned by the dancer Maya.

WAR	PRI	MAG
MAR	THF	MIN
GLA	PAL	ARM
RAN	SAG	LUM

RARITY ★★★

MILLY'S CLOTHES

DEFENCE 33

BUY -- SELL 3000

Ribbon-ridden raiment made famous by the mighty Milly.

WAR	PRI	MAG
MAR	THF	MIN
GLA	PAL	ARM
RAN	SAG	LUM

RARITY ★★★

MEENA'S ROBE

DEFENCE 20

BUY -- SELL 3000

MAGICAL MENDING 11

An uncomplicated cloak worn by Meena the mystic.

WAR	PRI	MAG
MAR	THF	MIN
GLA	PAL	ARM
RAN	SAG	LUM

RARITY ★★★

ASHLYNN'S CLOTHES

DEFENCE 32

BUY -- SELL 3000

A dress donned by Ashlynn, apparently.

WAR	PRI	MAG
MAR	THF	MIN
GLA	PAL	ARM
RAN	SAG	LUM

RARITY ★★★

BIANCA'S CLOTHES

DEFENCE 31

BUY -- SELL 3000

Get-up-and-go garb worn by Bianca Whitaker.

WAR	PRI	MAG
MAR	THF	MIN
GLA	PAL	ARM
RAN	SAG	LUM

RARITY ★★★

KIEFER'S CLOTHES

DEFENCE 35

BUY -- SELL 3000

A scarlet suit once worn by Prince Kiefer.

WAR	PRI	MAG
MAR	THF	MIN
GLA	PAL	ARM
RAN	SAG	LUM

RARITY ★★★

NERA'S DRESS

DEFENCE 27

BUY -- SELL 3000

MAGICAL MENDING 5

A pricey piece of clothing once worn by Nera Briscoletti.

WAR	PRI	MAG
MAR	THF	MIN
GLA	PAL	ARM
RAN	SAG	LUM

RARITY ★★★

MARIBEL'S CLOTHES

DEFENCE 30

BUY -- SELL 3000

A one-piece that was worn by Maribel.

WAR	PRI	MAG
MAR	THF	MIN
GLA	PAL	ARM
RAN	SAG	LUM

RARITY ★★★

TORSO (continued)

TRODE'S ROBES

DEFENCE 23

BUY -- SELL 3000

MAGICAL MIGHT 6

An unadorned outfit ostensibly owned by King Trode of Trodain.

WAR	PRI	MAG
MAR	THF	MIN
GLA	PAL	ARM
RAN	SAG	LUM

RARITY ★★★

STELLAR SUIT

DEFENCE 33

BUY -- SELL 3000

A fashionable fit for faerlie flamboyant females.

WAR	PRI	MAG
MAR	THF	MIN
GLA	PAL	ARM
RAN	SAG	LUM

RARITY ★★★

YANGUS'S BILLY

DEFENCE 33

BUY -- SELL 3000

A furry waistcoat that once failed to fully contain Yangus's chest.

WAR	PRI	MAG
MAR	THF	MIN
GLA	PAL	ARM
RAN	SAG	LUM

RARITY ★★★

ERINN'S OUTFIT

DEFENCE 20

BUY -- SELL 200

Erinn's much-beloved inn-tending outfit.

WAR	PRI	MAG
MAR	THF	MIN
GLA	PAL	ARM
RAN	SAG	LUM

RARITY ★★★

JESSICA'S FROCK

DEFENCE 29

BUY -- SELL 3000

A delightful décolleté dress donned by Jessica.

WAR	PRI	MAG
MAR	THF	MIN
GLA	PAL	ARM
RAN	SAG	LUM

RARITY ★★★

PATTY'S DIRNDL

DEFENCE 25

BUY -- SELL 400

A dress built with buxom lady bartenders in mind.

WAR	PRI	MAG
MAR	THF	MIN
GLA	PAL	ARM
RAN	SAG	LUM

RARITY ★★★

TEMPLAR'S TOGS

DEFENCE 35

BUY -- SELL 3000

Audacious red attire readily donned by the Templar Angelo.

WAR	PRI	MAG
MAR	THF	MIN
GLA	PAL	ARM
RAN	SAG	LUM

RARITY ★★★

SELLMA'S FROCK

DEFENCE 30

BUY -- SELL 1000

A voluminous dress, perfect for hiding espionage equipment.

WAR	PRI	MAG
MAR	THF	MIN
GLA	PAL	ARM
RAN	SAG	LUM

RARITY ★★★

GUSTO GARB

DEFENCE 40

BUY -- SELL 3000

One of Morrie's special suits of carefully clashing colours.

WAR	PRI	MAG
MAR	THF	MIN
GLA	PAL	ARM
RAN	SAG	LUM

RARITY ★★★

AQUILA'S ARMOUR

DEFENCE 35

BUY -- SELL 600

Would wearing this make you feel like some kind of superior Celestrian?

WAR	PRI	MAG
MAR	THF	MIN
GLA	PAL	ARM
RAN	SAG	LUM

RARITY ★★★

FLEURETTE'S FROCK

DEFENCE 27

BUY -- SELL 3000

A dazzling dress of Fleurette's from a famous label.

WAR	PRI	MAG
MAR	THF	MIN
GLA	PAL	ARM
RAN	SAG	LUM

RARITY ★★★

ARMS

LEATHER GAUNTLETS

DEFENCE 2

BUY 60 | SELL 30

Wholesome handwear made of hardy hide.

WAR	PRI	MAG
MAR	THF	MIN
GLA	PAL	ARM
RAN	SAG	LUM

RARITY ★

IRON GAUNTLETS

DEFENCE 5

BUY 450 | SELL 225

Elementary metal mitts.

WAR		
	THF	MIN
GLA	PAL	ARM
		LUM

RARITY ★

STEEL GAUNTLETS

DEFENCE 8

BUY -- | SELL 600

Hefty handwear made of hard steel.

WAR		
	THF	MIN
GLA	PAL	ARM
		LUM

RARITY ★

GIGASTEEL GAUNTLETS

DEFENCE 11

BUY -- | SELL 1000

Gorgeous gloves made of gigasteel.

WAR		
	THF	MIN
GLA	PAL	ARM
		LUM

RARITY ★

SILVER BRACELETS

DEFENCE 7

BUY 540 | SELL 270

Basic silver bangles.

WAR	PRI	MAG
MAR	THF	MIN
GLA	PAL	ARM
RAN	SAG	LUM

RARITY ★

MAGIC MITTENS

DEFENCE 9

BUY 2400 | SELL 1200

MAGICAL MIGHT	4
MAGICAL MENDING	4

Magical mitts that diminish damage from magic attacks.

WAR	PRI	
	THF	MIN
GLA	PAL	ARM
	SAG	LUM

RARITY ★

ENCHANTED GLOVES

DEFENCE 12

BUY -- | SELL 1600

MAGICAL MIGHT	7
MAGICAL MENDING	7

Gloves whose saintly guardianship gives relief against magic attacks.

WAR		
	THF	MIN
GLA	PAL	ARM
		LUM

RARITY ★

ETHEREAL GLOVES

DEFENCE 15

BUY -- | SELL 2200

MAGICAL MIGHT	10
MAGICAL MENDING	10

Handwear that staves off spell damage with spiritual protection.

WAR		
	THF	MIN
GLA	PAL	ARM
		LUM

RARITY ★★

FEMISCYRAN FINGERWEAR

DEFENCE 11

BUY 1900 | SELL 950

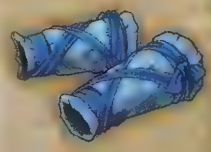
Gloves instilled with the strength of legendary woman warriors.

WAR

RARITY ★

BRUISER'S BRACERS

DEFENCE 12



BUY 2250 | SELL 1125

Wrist guards revered by the ranks of the martial arts.

MAR

RARITY ★

DRAGON WARRIOR GLOVES

DEFENCE 10

BUY -- SELL --

Gloves given by Greygnarl as a token of friendship.

WAR	PRI	MAG
MAR	THF	MIN
GLA	PAL	ARM
RAN	SAG	LUM

RARITY ★★

LIGHT GAUNTLETS

DEFENCE 13

BUY 4200 SELL 2100

Lightweight wonders worn by world-class wanderers.

WAR		
		MIN
GLA	PAL	
		LUM

RARITY ★

STURDY GAUNTLETS

DEFENCE 16

BUY -- SELL 2700

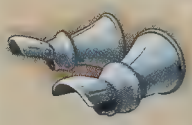
Handwear sported by some celebrated chevaliers.

WAR		
		MIN
GLA	PAL	
		LUM

RARITY ★★

HEAVY GAUNTLETS

DEFENCE 19



BUY -- SELL 4300

Handwear once worn habitually by honest-to-goodness heroes.

WAR		
		MIN
GLA	PAL	
		LUM

RARITY ★★★

METALLIC MITTS

DEFENCE 16

BUY 3500 SELL 1750

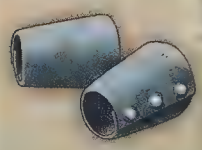
Good, strong, reinforced gloves worn by gladiators.

GLA		

RARITY ★

BATTLER'S BRACERS

DEFENCE 12



BUY 3300 SELL 1650

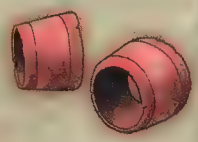
On-trend armwear for advanced adventurers.

WAR	PRI	
MAR	THF	MIN
GLA	PAL	ARM
RAN	SAG	LUM

RARITY ★

RIOTOUS WRISTBANDS

DEFENCE 16



BUY -- SELL 1850

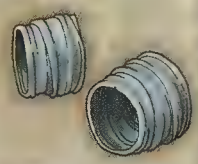
Wristwear once worn by a whilom martial artist.

MAR		

RARITY ★★

BLESSED BINDINGS

DEFENCE 17



BUY -- SELL 1190

MAGICAL MIGHT	10
MAGICAL MENDING	10

Cloth wrist coverings once worn by a sage of a bygone age.

		SAG

RARITY ★★

METAL SLIME GAUNTLETS

DEFENCE 20

BUY -- SELL 6250

Handwear that harbours the mystical sheen of a metal slime.

WAR		
		MIN
GLA	PAL	ARM
		LUM

RARITY ★★

LIQUID METAL SLIME GLOVES

DEFENCE 22

BUY -- SELL 8250

Heavenly handwear that harbours the lustre of a liquid metal slime.

WAR		
		MIN
GLA	PAL	ARM
		LUM

RARITY ★★★

METAL KING SLIME GLOVES

DEFENCE 24

BUY -- SELL 10250

High-class handwear harbouring the brilliance of a metal king slime.

WAR		
		MIN
GLA	PAL	ARM
		LUM

RARITY ★★★★

RUSTY GAUNTLETS

DEFENCE 10

BUY -- SELL --

Tarnished and tattered handwear of obscure origins.

WAR		
		MIN
GLA	PAL	ARM
		LUM

RARITY ★★★

ERDRICK'S GAUNTLETS

DEFENCE 25

BUY -- SELL --

High-grade gloves once graced by the hands of a legendary hero.

WAR MIN GLA PAL ARM LUM

RARITY ★★★★

VESTA GAUNTLETS

DEFENCE 24

BUY -- SELL 12000

Fiery fist protectors with unparalleled defensive potential.

WAR MIN GLA PAL ARM LUM

RARITY ★★★★

DIANA GAUNTLETS

DEFENCE 26

BUY -- SELL 15000

Moonlight-infused mittens with unparalleled defensive potential.

WAR MIN GLA PAL ARM LUM

RARITY ★★★★

TEMPESTES GAUNTLETS

DEFENCE 28

BUY -- SELL 18000

Stormy gauntlets with unparalleled defensive potential.

WAR MIN GLA PAL ARM LUM

RARITY ★★★★

SOL INVICTUS GAUNTLETS

DEFENCE 30

BUY -- SELL 20000

Solar smashers with unparalleled defensive potential.

WAR MIN GLA PAL ARM LUM

RARITY ★★★★★

COTTON GLOVES

DEFENCE 5

BUY 50 SELL

Run-of-the-mill mitts made of unfancy fabric.

WAR PRI MAG MAR THF MIN GLA PAL ARM RAN SAG LUM

RARITY ★

LINEN GLOVES

DEFENCE 10

BUY 90 SELL 45

Well made workwear that won't wear easily.

WAR PRI MAG MAR THF MIN GLA PAL ARM RAN SAG LUM

RARITY ★

LEATHER GLOVES

DEFENCE 16

BUY 190 SELL 95

Handwear made from tanned hide.

WAR PRI MAG MAR THF MIN GLA PAL ARM RAN SAG LUM

RARITY ★

RUBBER GLOVES

DEFENCE 23

BUY 370 SELL 185

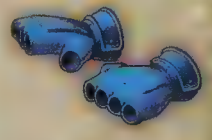
Flexible fingerwear that confounds incoming flashes of lightning.

WAR PRI MAG MAR THF MIN GLA PAL ARM RAN SAG LUM

RARITY ★

WAYFARER'S GLOVES

DEFENCE 30



BUY 660 SELL 330

Gloves gladly worn by globe-trotters.

WAR PRI MAG MAR THF MIN GLA PAL ARM RAN SAG LUM

RARITY ★

ULTRAMARINE MITTENS

DEFENCE 37

BUY -- SELL 365

Super-cool gloves in a totally on-trend turquoise.

WAR PRI MAG MAR THF MIN GLA PAL ARM RAN SAG LUM

RARITY ★

WARRIOR'S GLOVES

DEFENCE 6

BUY 950 SELL 475

DEFTNESS 43

Very thick gloves that adorn the hands of all kinds of warriors.

♂

WAR

RARITY ★

LOCKPICKER'S MITTS

BUY 800 | SELL 400

DEFTNESS 52

Gossamer-thin gloves for the purloining professional.

DEFENCE --

THF

RARITY ★

MAYORESS'S MITTENS

BUY 2800 | SELL 1400

DEFTNESS 60

High-class handwear that hinders Dazzle magic and confusion.

DEFENCE --

PRI MAG
THF MIN
ARM
RAN SAG LUM

RARITY ★★

FINGERLESS GAUNTLETS

BUY 1050 | SELL 525

DEFTNESS 58

Handwear whose lack of digital coverage allows for deft movement.

DEFENCE --

THF

RARITY ★

MARQUESS'S MITTENS

BUY -- | SELL 1650

DEFTNESS 65

Graceful gloves that guard against Dazzle magic and confusion.

DEFENCE --

PRI MAG
THF MIN
ARM
RAN SAG LUM

RARITY ★★

ARCHER'S ARMGUARD

BUY 770 | SELL 385

DEFTNESS 50

Handwear for handling bows, habitually worn by rangers.

DEFENCE --

RAN

RARITY ★

MONARCH'S MITTENS

BUY -- | SELL 1900

DEFTNESS 70

A posh pair that protects against Dazzle magic and confusion.

DEFENCE --

PRI MAG
THF MIN
ARM
RAN SAG LUM

RARITY ★★

GORGEOUS GLOVES

BUY 900 | SELL 450

DEFTNESS 45

Modish mittens mainly adored by armamentalists.

DEFENCE --

ARM

RARITY ★

HEAVY HANDWEAR

BUY 1900 | SELL 950

DEFTNESS 63

Thick, weighty gloves that give a good defensive boost.

DEFENCE 8

WAR PRI
MAR THF MIN
GLA PAL ARM
RAN LUM

RARITY ★★

MENTAL MITTENS

BUY 1550 | SELL 775

DEFTNESS 50

Mittens for mêlée mash-ups mainly adored by armamentalists.

DEFENCE --

ARM
RAN SAG LUM

RARITY ★

VETERAN'S GLOVES

BUY -- | SELL 1100

DEFTNESS 65

A well-worn handwear of a whilom warrior.

DEFENCE --

WAR

RARITY ★★

EINHÄNDER

BUY -- | SELL 1050

DEFTNESS 56

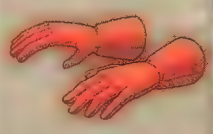
A one-handed glove that makes the wearer look well-hard.

DEFENCE --

WAR PRI MAG
MAR THF MIN
GLA PAL ARM
RAN SAG LUM

RARITY ★★

ENCHANTRESS'S GLOVES



BUY -- | SELL 1300

DEFTNESS 66
MAGICAL MIGHT 15

Mitts made use of by female mages of a bygone age.

DEFENCE --

MAG

RARITY ★★

MINISTER'S MITTENS

DEFENCE --

BUY -- SELL 1350

DEFTNESS	68
MAGICAL MENDING	16

Holy handwear that protected the palms of a priest of the past.

PRI

RARITY ★★

MURKY MITTENS

DEFENCE --

BUY -- SELL 2825

DEFTNESS	86

Magical mittens that drive dark magic away.

WAR PRI MAG
MAR THF MIN
GLA PAL ARM
RAN SAG LUM

RARITY ★★★

FINGERLESS GLOVES

DEFENCE --

BUY -- SELL 1075

DEFTNESS	73

Fingerwear favoured by female martial artists of a former age.

MAR

RARITY ★★

MATADOR'S GLOVES

DEFENCE --

BUY -- SELL 4625

DEFTNESS	85

The beloved badge of a bona fide bullfighter.

WAR
MAR THF MIN
GLA PAL ARM
RAN LUM

RARITY ★★★

GLOMMER'S GLOVES

DEFENCE --

BUY 3400 SELL 1700

DEFTNESS	76

High-class handwear worn by heroes of the thieving hierarchy.

THF

RARITY ★★

APPRENTICE'S GLOVES

DEFENCE 8

BUY -- SELL 12000

DEFTNESS	88

Fingerwear that fosters fine movement.

PRI MAG
MAR THF MIN
ARM
RAN SAG LUM

RARITY ★★★★

GURU'S GLOVES

DEFENCE --

BUY -- SELL 1550

DEFTNESS	77
MAGICAL MIGHT	10
MAGICAL MENDING	10

Mystical mitts made use of by a sage of distant memory.

SAG

RARITY ★★

MASTER'S GLOVES

DEFENCE 10

BUY -- SELL 15000

DEFTNESS	92

Magical mitts that make those who don them deliciously dexterous.

PRI MAG
MAR THF MIN
ARM
RAN SAG LUM

RARITY ★★★★

CRIMSON GAUNTLETS

DEFENCE --

BUY 4250 SELL 2125

DEFTNESS	83

Faithful fistwear of a rich red hue.

PRI MAG
MAR THF MIN
RAN SAG LUM

RARITY ★★

GRANDMASTER'S GLOVES

DEFENCE 12

BUY -- SELL 18000

DEFTNESS	96

Mystical mitts that nurture nonpareil nimbleness.

PRI MAG
MAR THF MIN
ARM
RAN SAG LUM

RARITY ★★★★

GLOOMY GLOVES

DEFENCE --

BUY -- SELL 2375

DEFTNESS	80

Mysterious mittens that impart mighty resilience to dark magic.

WAR PRI MAG
MAR THF MIN
GLA PAL ARM
RAN SAG LUM

RARITY ★★

? GODLY GLOVES

DEFENCE 15

BUY -- SELL 20000

DEFTNESS	100

Divine digitwear that defies the undoable.

PRI MAG
MAR THF MIN
ARM
RAN SAG LUM

RARITY ★★★★★

ALEFGARD GLOVES

DEFENCE --

BUY -- SELL 5000

DEFTNESS 64

Fingerwear fashionable in Alefgard.

WAR	PRI	MAG
MAR	THF	MIN
GLA	PAL	ARM
RAN	SAG	LUM

RARITY ★★★

CANNOCK GLOVES

DEFENCE --

BUY -- SELL 1500

DEFTNESS 54

Fashionable fingerwear autographed by the Prince of Cannock.

WAR	PRI	MAG
MAR	THF	MIN
GLA	PAL	ARM
RAN	SAG	LUM

RARITY ★★★

MIDENHALL GLOVES

DEFENCE --

BUY -- SELL 5000

DEFTNESS 60

Homespun handwear preferred by the Prince of Midenhall.

WAR	PRI	MAG
MAR	THF	MIN
GLA	PAL	ARM
RAN	SAG	LUM

RARITY ★★★

MCRYAN'S MITTENS

DEFENCE --

BUY -- SELL 1500

DEFTNESS 46

Warrior's gloves once worn by Ragnar McRyan.

WAR	PRI	MAG
MAR	THF	MIN
GLA	PAL	ARM
RAN	SAG	LUM

RARITY ★★★

ALIAHAN GLOVES

DEFENCE --

BUY -- SELL 5000

DEFTNESS 62

Hand coverings that quietly contributed to a hero's quest.

WAR	PRI	MAG
MAR	THF	MIN
GLA	PAL	ARM
RAN	SAG	LUM

RARITY ★★★

ALENA'S GLOVES

DEFENCE --

BUY -- SELL 1500

DEFTNESS 44

Winsome handwear one might find in a tsarevna's wardrobe.

WAR	PRI	MAG
MAR	THF	MIN
GLA	PAL	ARM
RAN	SAG	LUM

RARITY ★★★

ZENITHIAN GAUNTLETS

DEFENCE --

BUY -- SELL 5000

DEFTNESS 68

Wondrous handwear worn by the hero of Zenithia.

WAR	PRI	MAG
MAR	THF	MIN
GLA	PAL	ARM
RAN	SAG	LUM

RARITY ★★★

MAYA'S BRACELETS

DEFENCE 12

BUY -- SELL 1500

Memorabilia from Maya's magical performing moments.

WAR	PRI	MAG
MAR	THF	MIN
GLA	PAL	ARM
RAN	SAG	LUM

RARITY ★★★

GOTHAN WRISTBANDS

DEFENCE 18

BUY -- SELL 5000

Guards for the wrists that are relics of Gothan royalty.

WAR	PRI	MAG
MAR	THF	MIN
GLA	PAL	ARM
RAN	SAG	LUM

RARITY ★★★

MEENA'S BRACELETS

DEFENCE 12

BUY -- SELL 1500

Alluring armlets that once rendered Meena's wrists resplendent.

WAR	PRI	MAG
MAR	THF	MIN
GLA	PAL	ARM
RAN	SAG	LUM

RARITY ★★★

SOMNIA GLOVES

DEFENCE --

BUY -- SELL 5000

DEFTNESS 66

Gloves that were the preferred pair of the Prince of Somnia.

WAR	PRI	MAG
MAR	THF	MIN
GLA	PAL	ARM
RAN	SAG	LUM

RARITY ★★★

BIANCA'S BRACELETS

DEFENCE 13

BUY -- SELL 1500

Bangles bent into shape by Bianca herself.

WAR	PRI	MAG
MAR	THF	MIN
GLA	PAL	ARM
RAN	SAG	LUM

RARITY ★★★

NERA'S BRACELETS

DEFENCE 14

BUY -- SELL 1500

Ritzy wristwear worn by the blue-haired Briscoletti bambina.

WAR	PRI	MAG
MAR	THF	MIN
GLA	PAL	ARM
RAN	SAG	LUM

RARITY ★★★

KIEFER'S GLOVES

DEFENCE --

BUY -- SELL 1500

DEFTNESS 46

Handwear made of hide that's just perfect for Prince Kiefer.

WAR	PRI	MAG
MAR	THF	MIN
GLA	PAL	ARM
RAN	SAG	LUM

RARITY ★★★

CARVER'S BRACERS

DEFENCE 16

BUY -- SELL 1500

Rip-roaring wristwear worn by the hard-working Carver.

WAR	PRI	MAG
MAR	THF	MIN
GLA	PAL	ARM
RAN	SAG	LUM

RARITY ★★★

BLINDIN' BRACERS

DEFENCE 14

BUY -- SELL 1500

Brawny bracelets brimmin' wiv Yangus's bottle.

WAR	PRI	MAG
MAR	THF	MIN
GLA	PAL	ARM
RAN	SAG	LUM

RARITY ★★★

MILLY'S BRACERS

DEFENCE 13

BUY -- SELL 1500

Small, simple bracelets that suit Milly to a tee.

WAR	PRI	MAG
MAR	THF	MIN
GLA	PAL	ARM
RAN	SAG	LUM

RARITY ★★★

ANGELO'S GLOVES

DEFENCE --

BUY -- SELL 1500

DEFTNESS 52

Affected armwear advocated by Angelo.

WAR	PRI	MAG
MAR	THF	MIN
GLA	PAL	ARM
RAN	SAG	LUM

RARITY ★★★

ASHLYNN'S GLOVES

DEFENCE --

BUY -- SELL 1500

DEFTNESS 50

Magical mitts adored by Ashlynn.

WAR	PRI	MAG
MAR	THF	MIN
GLA	PAL	ARM
RAN	SAG	LUM

RARITY ★★★

GRANDISSIMO GLOVES

DEFENCE --

BUY -- SELL 1500

DEFTNESS 54

Massively masculine mittens styled by the inimitable Morrie himself.

WAR	PRI	MAG
MAR	THF	MIN
GLA	PAL	ARM
RAN	SAG	LUM

RARITY ★★★

LEGS

BOXER SHORTS

DEFENCE 2

BUY 30 | SELL 15

Underwear by men, for men.

WAR	PRI	MAG
MAR	THF	MIN
GLA	PAL	ARM
RAN	SAG	LUM

RARITY ★

LEATHER KILT

DEFENCE 5

BUY 110 | SELL 55

A loincloth made from bits of bashed-together beast hide.

WAR	PRI	MAG
MAR	THF	MIN
GLA	PAL	ARM
RAN	SAG	LUM

RARITY ★

COTTON TROUSERS

DEFENCE 2

BUY 80 | SELL 8

Simple slacks made of standard stuff.

WAR	PRI	MAG
MAR	THF	MIN
GLA	PAL	ARM
RAN	SAG	LUM

RARITY ★

RED SKIRT

DEFENCE 5

BUY 340 | SELL 170

MAGICAL MIGHT 3

A fierce, fiery, flashy and fun bright red skirt.

WAR	PRI	MAG
MAR	THF	MIN
GLA	PAL	ARM
RAN	SAG	LUM

RARITY ★

BLUE SKIRT

DEFENCE 12

BUY 1750 | SELL 875

MAGICAL MIGHT 8

A cool, calm, comfortable, and classic bright blue skirt.

WAR	PRI	MAG
MAR	THF	MIN
GLA	PAL	ARM
RAN	SAG	LUM

RARITY ★

KILTLET

DEFENCE 15

BUY 4200 | SELL 2100

MAGICAL MIGHT 11

A tweedy, tartan number with a certain cuteness to its cut.

WAR	PRI	MAG
MAR	THF	MIN
GLA	PAL	ARM
RAN	SAG	LUM

RARITY ★

SPRINGTIME SKIRT

DEFENCE 6

BUY 440 | SELL 220

MAGICAL MENDING 2

A classy, if slightly cutesy pink skirt.

WAR	PRI	MAG
MAR	THF	MIN
GLA	PAL	ARM
RAN	SAG	LUM

RARITY ★

SNAZZY SKIRT

DEFENCE 10

BUY 1200 | SELL 600

MAGICAL MENDING 6

A super-trendy skirt with an air of upper-crustness to it.

WAR	PRI	MAG
MAR	THF	MIN
GLA	PAL	ARM
RAN	SAG	LUM

RARITY ★

MAGICAL SKIRT

DEFENCE 13

BUY 4600 | SELL 2300

MAGICAL MIGHT 9
MAGICAL MENDING 9

A sorcerous skirt that can fight back magical attacks.

WAR	PRI	MAG
MAR	THF	MIN
GLA	PAL	ARM
RAN	SAG	LUM

RARITY ★

SEABREEZE SKIRT

DEFENCE 17

BUY 6800 | SELL 3400

MAGICAL MENDING 12

A bracing bit of womenswear that smells slightly of the sea.

WAR	PRI	MAG
MAR	THF	MIN
GLA	PAL	ARM
RAN	SAG	LUM

RARITY ★

SWINEDIMPLES SLACKS

DEFENCE 11

BUY 1000 | SELL 500

The uniform of an acclaimed academy.

WAR	PRI	MAG
MAR	THF	MIN
GLA	PAL	ARM
RAN	SAG	LUM

RARITY ★

SWINEDIMPLES SKIRT

DEFENCE 11

BUY 1100 | SELL 550

The uniform of an acclaimed academy.

WAR	PRI	MAG
MAR	THF	MIN
GLA	PAL	ARM
RAN	SAG	LUM

RARITY ★

TRAINING TROUSERS

DEFENCE 4

BUY 170 | SELL 85

A loose garment made for martial artists to work out in.

WAR	PRI	MAG
MAR	THF	MIN
GLA	PAL	ARM
RAN	SAG	LUM

RARITY ★

TRACKY BOTTOMS

DEFENCE 9

BUY -- | SELL 335

A loose garment made for more advanced martial arts training.

MAR	THF	

RARITY ★

POP SOCKS

DEFENCE 7

BUY 680 | SELL 340

Foot coverings for females that fit the leg up to the knee.

WAR	PRI	MAG
MAR	THF	MIN
GLA	PAL	ARM
RAN	SAG	LUM

RARITY ★

FISHNET STOCKINGS

DEFENCE 9

BUY 800 | SELL 400

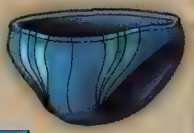
Tights that make a flattering fit for any lady's legs.

WAR	PRI	MAG
MAR	THF	MIN
GLA	PAL	ARM
RAN	SAG	LUM

RARITY ★

BOOMER BRIEFS

DEFENCE 8



BUY 420 | SELL 210

MAGICAL MIGHT	4
MAGICAL MENDING	4

Pants that put the 't' in 'testosterone'.

WAR	PRI	MAG
MAR	THF	MIN
GLA	PAL	ARM
RAN	SAG	LUM

RARITY ★

WONDER PANTS

DEFENCE 12

BUY -- | SELL 460

MAGICAL MIGHT	8
MAGICAL MENDING	8

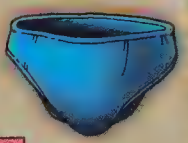
Pants that put the 't' in 'testosterone'.

WAR	PRI	MAG
MAR	THF	MIN
GLA	PAL	ARM
RAN	SAG	LUM

RARITY ★★

BLUE KNICKERS

DEFENCE 5



BUY 260 | SELL 130

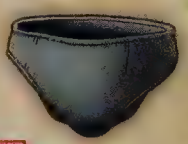
These provide perfect protection when worn under a dress.

WAR	PRI	MAG
MAR	THF	MIN
GLA	PAL	ARM
RAN	SAG	LUM

RARITY ★

BLACK KNICKERS

DEFENCE 14



BUY 2880 | SELL 1440

These provide protection when worn under a dress.

WAR	PRI	MAG
MAR	THF	MIN
GLA	PAL	ARM
RAN	SAG	LUM

RARITY ★

IRON KNEECAPS

DEFENCE 9

BUY 640 | SELL 320

Iron contrivances that prevent knocks to the knees.

WAR	PRI	
	THF	MIN
GLA	PAL	ARM
		LUM

RARITY ★

STEEL KNEECAPS

DEFENCE 12

BUY -- | SELL 900

Steel supplementary wear that prevents knocks to the knees.

WAR	PRI	
	THF	MIN
GLA	PAL	ARM
		LUM

RARITY ★

GIGASTEEL KNEECAPS

DEFENCE 16

BUY -- SELL 1575

Gigasteel supplementary wear that prevents knocks to the knees.

WAR PRI THF MIN GLA PAL ARM LUM

RARITY ★

TUSSLER'S TROUSERS

DEFENCE 13

BUY 1500 SELL 750

Made for martial artists to test their mettle in mortal combat.

MAR

RARITY ★

WARRIOR'S TROUSERS

DEFENCE 14

BUY 1550 SELL 775

Red-tinged trousers worn by warriors.

WAR

RARITY ★

SLICK SLACKS

DEFENCE 14

BUY -- SELL 1650

AGILITY 15

Sprightly slacks for a super-fast fighting frenzy.

MAR

RARITY ★

FEMISCYRAN BOTTOMS

DEFENCE 13

BUY 1450 SELL 725

Loose-fitting legwear worn by woman warriors.

WAR

RARITY ★

NICKER'S KNICKERS

DEFENCE 13

BUY 1820 SELL 910

AGILITY 10

Long briefs for keen thieves that allow super-swift movement.

THF

RARITY ★

WIZARD'S TROUSERS

DEFENCE 10

BUY 1700 SELL 850

MAGICAL MIGHT 12

Strange slacks that seem to strengthen magical might.

MAG

RARITY ★

LOUD TROUSERS

DEFENCE 12

BUY 1480 SELL 740

Super-snazzy slacks for showmen that stave off sleep.

MIN

RARITY ★

BLESSED BOTTOMS

DEFENCE 14

BUY -- SELL 1725

MAGICAL MIGHT 18

Enchanted chinos that make more of the wearer's magical might.

MAG

RARITY ★★

FANCY PANTS

DEFENCE 15

BUY -- SELL 1900

Loud legwear that helps hold off sleep and enchantment attacks.

MIN

RARITY ★★

SORCERER'S SLACKS

DEFENCE 11

BUY 2100 SELL 1050

MAGICAL MIGHT 14

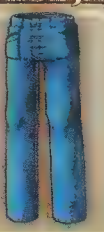
Legwear that makes much more of the wearer's magical might.

MAG

RARITY ★

BLUE JEANS

DEFENCE 12



BUY 1350 SELL 675

Casual trousers usually worn by the young - or the young at heart.

WAR PRI MAG MAR THF MIN GLA PAL ARM RAN SAG LUM

RARITY ★

DENIM SKIRT

DEFENCE 12

BUY 1380 SELL 690

A daringly cut denim miniskirt for the more adventurous maiden.

WAR	PRI	MAG
MAR	THF	MIN
GLA	PAL	ARM
RAN	SAG	LUM

RARITY ★

BATTLE BRITCHES

DEFENCE 17

BUY 3120 SELL 1560

Trousers tailored for tussling that gladiators go mad for.

GLA

RARITY ★

CHAINMAIL SOCKS

DEFENCE 17

BUY 2900 SELL 1450

Chunky chainmail legwear.

PAL

RARITY ★

SWORDSMAN'S SLACKS

DEFENCE 16

BUY 2700 SELL 1350

Armamentalist's attire that wears well against Fizzle magic.

ARM

RARITY ★

STEPPE STEPPERS

DEFENCE 16

BUY 2600 SELL 1300

Paralysis-preventing legwear beloved by roaming rangers.

RAN

RARITY ★

RED TIGHTS

DEFENCE 13

BUY 2400 SELL 1200

Scarlet stockings that stave off fire- and ice-based strikes.

WAR	PRI	MAG
MAR	THF	MIN
GLA	PAL	ARM
RAN	SAG	LUM

RARITY ★

GREEN TIGHTS

DEFENCE 13

BUY 2500 SELL 1250

Leaf-green legwear that deflects death magic, poison, and paralysis.

WAR	PRI	MAG
MAR	THF	MIN
GLA	PAL	ARM
RAN	SAG	LUM

RARITY ★

WHITE TIGHTS

DEFENCE 13

BUY 2450 SELL 1225

Silvery stockings that slightly stave off ice and wind attacks.

WAR	PRI	MAG
MAR	THF	MIN
GLA	PAL	ARM
RAN	SAG	LUM

RARITY ★

TRANSPARENT TIGHTS

DEFENCE 18

BUY -- SELL 3900

Strange see-through stockings.

WAR	PRI	MAG
MAR	THF	MIN
GLA	PAL	ARM
RAN	SAG	LUM

RARITY ★★

DANGEROUS MIDRIFF WRAP

DEFENCE 1

BUY 11400 SELL 5700

Swimwear that's somewhat unsafe to set eyes on.

WAR	PRI	MAG
MAR	THF	MIN
GLA	PAL	ARM
RAN	SAG	LUM

RARITY ★

HOT BIKINI BOTTOMS

DEFENCE 10

BUY -- SELL 7700

Waterwear that works well against fire and lightning attacks.

WAR	PRI	MAG
MAR	THF	MIN
GLA	PAL	ARM
RAN	SAG	LUM

RARITY ★★

SIZZLING BIKINI BOTTOMS

DEFENCE 19

BUY -- SELL 9700

Bold bathing gear that bravely beats back fire and lightning attacks.

WAR	PRI	MAG
MAR	THF	MIN
GLA	PAL	ARM
RAN	SAG	LUM

RARITY ★★★

LEGS (continued)

DRAGON WARRIOR TROUSERS

DEFENCE 14

BUY -- SELL --

Given by Greygnarl as a token of friendship.

WAR	PRI	MAG
MAR	THF	MIN
GLA	PAL	ARM
RAN	SAG	LUM

RARITY ★★

DRAGON TROUSERS

DEFENCE 16

BUY 5600 SELL 2800

Martial artist's attire that impedes attacks of fire and ice.

RARITY ★★

TRINITY TIGHTS

DEFENCE 18

BUY -- SELL 5750

MAGICAL MENDING 20

A pair of priest's tights from past times that improve magical mending.

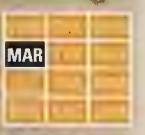
RARITY ★★

COMBAT TROUSERS

DEFENCE 19

BUY 9500 SELL 4750

A piece of clothing worn by pre-modern martial artists.



RARITY ★★

TANTRIC TROUSERS

DEFENCE 19

BUY -- SELL 6650

MAGICAL MIGHT	10
MAGICAL MENDING	10

Magic-boosting slacks worn by the sages of bygone ages.

RARITY ★★

STURDY SLACKS

DEFENCE 18

BUY 12500 SELL 6250

Protective legwear that disrupts attempts to lower defence.

WAR	PRI	MAG
MAR	THF	MIN
GLA	PAL	ARM
RAN	SAG	LUM

RARITY ★★★

IMPREGNABLE LEGGINGS

DEFENCE 22

BUY -- SELL 11000

Magical legwear that disrupts attempts to lower defence.

WAR	PRI	MAG
MAR	THF	MIN
GLA	PAL	ARM
RAN	SAG	LUM

RARITY ★★★★

INVINCIBLE TROUSERS

DEFENCE 21

BUY -- SELL 12000

MAGICAL MIGHT	8
MAGICAL MENDING	8

Steady slacks that staunchly withstand death spells.

WAR	PRI	MAG
MAR	THF	MIN
GLA	PAL	ARM
RAN	SAG	LUM

RARITY ★★★★

IMMORTAL TROUSERS

DEFENCE 24

BUY -- SELL 15000

MAGICAL MIGHT	10
MAGICAL MENDING	10

Steady slacks that stand up to sleep magic and death spells.

WAR	PRI	MAG
MAR	THF	MIN
GLA	PAL	ARM
RAN	SAG	LUM

RARITY ★★★★

ETERNITY TROUSERS

DEFENCE 27

BUY -- SELL 18000

MAGICAL MIGHT	12
MAGICAL MENDING	12

Steady slacks that withstand paralysis, sleep, and death spells.

WAR	PRI	MAG
MAR	THF	MIN
GLA	PAL	ARM
RAN	SAG	LUM

RARITY ★★★★

INFINITY TROUSERS

DEFENCE 30

BUY -- SELL 20000

MAGICAL MIGHT	15
MAGICAL MENDING	15

Super-steady slacks that stand up to all sorts of strangeness.

WAR	PRI	MAG
MAR	THF	MIN
GLA	PAL	ARM
RAN	SAG	LUM

RARITY ★★★★★

TOUGHIE TROUSERS

DEFENCE 12

BUY -- SELL 2500

Legwear for lovable louts that looks a little tight.

WAR	PRI	MAG
MAR	THF	MIN
GLA	PAL	ARM
RAN	SAG	LUM

RARITY ★★★

CELESTIAL STOCKINGS

DEFENCE 2

BUY -- SELL --

Strange stockings that somehow seem angelic.

WAR	PRI	MAG
MAR	THF	MIN
GLA	PAL	ARM
RAN	SAG	LUM

RARITY ★

WHITE TUXEDO TROUSERS

DEFENCE 18

BUY -- SELL 7500

The bottom half of a beautifully tailored tuxedo.

♂

WAR	PRI	MAG
MAR	THF	MIN
GLA	PAL	ARM
RAN	SAG	LUM

RARITY ★★★

SANTA'S SLACKS

DEFENCE 19

BUY -- SELL 6000

Santa's trademark crimson trousers.

WAR	PRI	MAG
MAR	THF	MIN
GLA	PAL	ARM
RAN	SAG	LUM

RARITY ★★★

SKELETAL SLACKS

DEFENCE 16

BUY -- SELL 5000

Bloodcurdling bottoms decorated with beautifully drawn bones.

WAR	PRI	MAG
MAR	THF	MIN
GLA	PAL	ARM
RAN	SAG	LUM

RARITY ★★★

PIRATE PANTALOONS

DEFENCE 20

BUY -- SELL 14000

Seafaring slacks sported by a celebrated swashbuckler.

WAR	PRI	MAG
MAR	THF	MIN
GLA	PAL	ARM
RAN	SAG	LUM

RARITY ★★★

ALEFGARD TROUSERS

DEFENCE 18

BUY -- SELL 5000

Simple slacks sported by a hero of Alefgard.

WAR	PRI	MAG
MAR	THF	MIN
GLA	PAL	ARM
RAN	SAG	LUM

RARITY ★★★

MIDENHALL TROUSERS

DEFENCE 20

BUY -- SELL 5000

Spartan slacks sported by the Prince of Midenhall.

WAR	PRI	MAG
MAR	THF	MIN
GLA	PAL	ARM
RAN	SAG	LUM

RARITY ★★★

ALIAHAN TROUSERS

DEFENCE 21

BUY -- SELL 5000

Bog-standard slacks supposedly sported by a legendary hero.

WAR	PRI	MAG
MAR	THF	MIN
GLA	PAL	ARM
RAN	SAG	LUM

RARITY ★★★

ZENITHIAN TROUSERS

DEFENCE 19

BUY -- SELL 5000

A pair of unpretentious trousers worn by a hero of Zenithia.

♂

WAR	PRI	MAG
MAR	THF	MIN
GLA	PAL	ARM
RAN	SAG	LUM

RARITY ★★★

ZENITHIAN LEGGINGS

DEFENCE 18

BUY -- SELL 5000

Warming legwear once worn by a heroine of Zenithia.

♀

WAR	PRI	MAG
MAR	THF	MIN
GLA	PAL	ARM
RAN	SAG	LUM

RARITY ★★★

SOMNIA SHORTS

DEFENCE 20

BUY -- SELL 5000

Simple shorn-off slacks sold in Somnia.

WAR	PRI	MAG
MAR	THF	MIN
GLA	PAL	ARM
RAN	SAG	LUM

RARITY ★★★

ESTARD TROUSERS

DEFENCE 18

BUY -- SELL 5000

Bog-standard slacks sold in Estard.

WAR	PRI	MAG
MAR	THF	MIN
GLA	PAL	ARM
RAN	SAG	LUM

RARITY ★★★

TRODAIN TROUSERS

DEFENCE 19

BUY -- SELL 5000

Cheapo chinos traded in the territory of Trodain.

WAR	PRI	MAG
MAR	THF	MIN
GLA	PAL	ARM
RAN	SAG	LUM

RARITY ★★★

CARVER'S SHORTS

DEFENCE 12

BUY -- SELL 2000

A pair of Carver's captivatingly cut shorts.

WAR	PRI	MAG
MAR	THF	MIN
GLA	PAL	ARM
RAN	SAG	LUM

RARITY ★★★

CANNOCK TROUSERS

DEFENCE 13

BUY -- SELL 2000

Ashen attire that the Prince of Cannock put over his pins.

WAR	PRI	MAG
MAR	THF	MIN
GLA	PAL	ARM
RAN	SAG	LUM

RARITY ★★★

MILLY'S PANTS

DEFENCE 16

BUY -- SELL 2000

Chalk-white trousers of Milly's with a fairly free fit.

WAR	PRI	MAG
MAR	THF	MIN
GLA	PAL	ARM
RAN	SAG	LUM

RARITY ★★★

ALENA'S TIGHTS

DEFENCE 12

BUY -- SELL 2000

Heavy black hosiery once worn by Tsarevna Alena.

WAR	PRI	MAG
MAR	THF	MIN
GLA	PAL	ARM
RAN	SAG	LUM

RARITY ★★★

KIEFER'S TROUSERS

DEFENCE 15

BUY -- SELL 2000

Prince Kiefer's close-fitting pitch-black pants.

WAR	PRI	MAG
MAR	THF	MIN
GLA	PAL	ARM
RAN	SAG	LUM

RARITY ★★★

KIRYL'S TROUSERS

DEFENCE 15

BUY -- SELL 2000

White legwear once worn by Bishop Kiryl.

WAR	PRI	MAG
MAR	THF	MIN
GLA	PAL	ARM
RAN	SAG	LUM

RARITY ★★★

COR BLIMEY TROUSERS

DEFENCE 16

BUY -- SELL 2000

A puffed up pair belonging to Pickham's premier pilferer.

WAR	PRI	MAG
MAR	THF	MIN
GLA	PAL	ARM
RAN	SAG	LUM

RARITY ★★★

TORNEKO'S TROUSERS

DEFENCE 14

BUY -- SELL 2000

Loose-fitting legwear once worn by the wily Torneko Taloon.

WAR	PRI	MAG
MAR	THF	MIN
GLA	PAL	ARM
RAN	SAG	LUM

RARITY ★★★

TEMPLAR'S TROUSERS

DEFENCE 13

BUY -- SELL 2000

Spick and span scarlet legwear attributed to the Templar Angelo.

WAR	PRI	MAG
MAR	THF	MIN
GLA	PAL	ARM
RAN	SAG	LUM

RARITY ★★★

MAYA'S BOTTOMS

DEFENCE 9

BUY -- SELL 2000

Lascivious legwear donned by the dancer Maya.

WAR	PRI	MAG
MAR	THF	MIN
GLA	PAL	ARM
RAN	SAG	LUM

RARITY ★★★

PASSION TIGHTS

DEFENCE 12

BUY -- SELL 2000

Multo masculine hosiery of Morrie's that hugs his handsome haunches.

WAR	PRI	MAG
MAR	THF	MIN
GLA	PAL	ARM
RAN	SAG	LUM

RARITY ★★★

FLEURETTE'S CHAUSSETTES

DEFENCE 13

BUY -- SELL 2500

Stripy, knee-high socks that are a favourite of Fleurette's.

WAR	PRI	MAG
MAR	THF	MIN
GLA	PAL	ARM
RAN	SAG	LUM

RARITY ★★★

AQUILA'S TROUSERS

DEFENCE 17

BUY -- SELL 380

Plain pantaloons imbued with Aquila's aura.

WAR	PRI	MAG
MAR	THF	MIN
GLA	PAL	ARM
RAN	SAG	LUM

RARITY ★★★

STELLAR STOCKINGS

DEFENCE 15

BUY -- SELL 2000

Knee-high legwear for the faerlie fashion-conscious female.

WAR	PRI	MAG
MAR	THF	MIN
GLA	PAL	ARM
RAN	SAG	LUM

RARITY ★★★

FEET

LEATHER BOOTS

DEFENCE 2

BUY 70 SELL 35

Unrefined footwear made of hide.

WAR	PRI	MAG
MAR	THF	MIN
GLA	PAL	ARM
RAN	SAG	LUM

RARITY ★

IRON SABATONS

DEFENCE 7

BUY 580 SELL 290

Basic boots made of metal.

WAR	PRI	
	THF	MIN
GLA	PAL	ARM
		LUM

RARITY ★

HOBNAIL BOOTS

DEFENCE 8

BUY -- SELL 180

Sturdy yet snug leather footwear.

WAR	PRI	MAG
MAR	THF	MIN
GLA	PAL	ARM
RAN	SAG	LUM

RARITY ★

STEEL SABATONS

DEFENCE 11

BUY -- SELL 750

Brawny boots made of a mighty metal.

WAR	PRI	
	THF	MIN
GLA	PAL	ARM
		LUM

RARITY ★

WELLINGTON BOOTS

DEFENCE 5

BUY 330 SELL 165

Robust rubber boots that insulate against electrical attacks.

WAR	PRI	MAG
MAR	THF	MIN
GLA	PAL	ARM
RAN	SAG	LUM

RARITY ★

GIGASTEEL SABATONS

DEFENCE 15

BUY -- SELL 1300

Beautiful boots made of a miraculous metal.

WAR	PRI	
	THF	MIN
GLA	PAL	ARM
		LUM

RARITY ★

WARRIOR'S BOOTS

DEFENCE 11

BUY 1300 SELL 650

Steadfast footwear worn by warriors.

WAR

RARITY ★

PAYBACK PUMPS

DEFENCE 14

BUY 2950 SELL 1475

A gift for gladiators that bounces a beating back at its perpetrator.

GLA

RARITY ★

FEMISCYRAN FOOTWEAR

DEFENCE 11

BUY 1400 SELL 700

Lightweight boots that allow lady warriors ease of movement.

WAR

RARITY ★

COWBOY BOOTS

DEFENCE 13

BUY 2150 SELL 1075

Funky footwear appropriate for armamentalists.

ARM

RARITY ★

FRUGAL FOOTWEAR

DEFENCE 9

BUY 1500 SELL 750

MAGICAL MENDING 5

Resolutely unshowy shoes popular with priests.

PRI

RARITY ★

HIP BOOTS

DEFENCE 14

BUY 2300 SELL 1150

Shoes that show off armamentalists' shapely shanks.

ARM

RARITY ★

WIZARD WELLIES

DEFENCE 9

BUY 1380 SELL 690

MAGICAL MIGHT 5

Bewitching pointed boots that are much-loved by mages.

MAG

RARITY ★

SAINTLY SOLLERETS

DEFENCE 16

BUY 2600 SELL 1300

Godly greaves that give protection to paladins' legs and feet.

PAL

RARITY ★

BANDIT BOOTS

DEFENCE 9

BUY 1200 SELL 600

AGILITY 5

Fast, flexible footwear favoured by those of the filching fraternity.

THF

RARITY ★

CLEVER CLOGS

DEFENCE 17

BUY 3900 SELL 1950

Fine footwear for sages that's tailor-made for travelling.

SAG

RARITY ★

ACROBOOTS

DEFENCE 9

BUY 1600 SELL 800

AGILITY 8

Fleet footwear that's made to measure for minstrels.

MIN

RARITY ★

CRIMSON BOOTS

DEFENCE 18

BUY 3400 SELL 1700

Rich red runners that suit luminaries splendidly.

LUM

RARITY ★

AGILIBOOTS

DEFENCE 13

BUY 3100 | SELL 1550

AGILITY 20

Lightning-fast footwear that's loved by lots of rangers.

RAN

RARITY ★

BLESSED BOOTS

DEFENCE 17

BUY -- | SELL 2360

MAGICAL MENDING 10

Sacred soles that protected the pins of past priests.

PRI

RARITY ★★

HIKING BOOTS

DEFENCE 18

BUY 4600 | SELL 2300

AGILITY 20

Rugged boots beloved by rangers for their fleet, firm stride.

RAN

RARITY ★

COMBAT BOOTS

DEFENCE 18

BUY -- | SELL 2020

Footwear favoured by long-forgotten martial artists.

MAR

RARITY ★★

DRAGON WARRIOR BOOTS

DEFENCE 14

BUY -- | SELL --

Given by Greygnarl as a token of friendship.

WAR PRI MAG
MAR THF MIN
GLA PAL ARM
RAN SAG LUM

RARITY ★★

BRAHMAN BOOTS

DEFENCE 20

BUY -- | SELL 2875

Boots beloved by bygone sages.

SAG

RARITY ★★

SNEAKERS

DEFENCE 13

BUY 2400 | SELL 1200

AGILITY 10

Fine footwear that allows thieves to move quickly and quietly.

THF

RARITY ★

METAL SLIME SOLLERETS

DEFENCE 22

BUY -- | SELL 5500

EVASION CHANCE 3.0%

Oozy shoes imbued with the Agility of a metal slime.

WAR
MIN
GLA PAL ARM
LUM

RARITY ★★

VETERAN'S BOOTS

DEFENCE 19

BUY -- | SELL 2075

A pair of pumps perhaps pulled on by a bygone battler.

WAR

RARITY ★★

LIQUID METAL SLIME BOOTS

DEFENCE 24

BUY -- | SELL 7250

EVASION CHANCE 3.5%

Oozy shoes imbued with the Agility of a liquid metal slime.

WAR
MIN
GLA PAL ARM
LUM

RARITY ★★★

SHE-MAGE SHOES

DEFENCE 17

BUY -- | SELL 2375

MAGICAL MIGHT 10

Footwear found on female mages of a former age.

MAG

RARITY ★★

METAL KING SLIME BOOTS

DEFENCE 26

BUY -- | SELL 9000

EVASION CHANCE 4.0%

Oozy shoes imbued with the Agility of a metal king slime.

WAR
MIN
GLA PAL ARM
LUM

RARITY ★★★★

FEET (continued)

HERO'S BOOTS

DEFENCE 25

BUY -- SELL 15000

Fancy footwear that heals health points as its wearer wanders.

WAR, MIN, GLA, PAL, ARM, LUM

RARITY ★★★★

BASILIC BOOTS

DEFENCE 27

BUY -- SELL 18000

Fabled footwear that heals health points as its wearer wanders.

WAR, MIN, GLA, PAL, ARM, LUM

RARITY ★★★★

EMPEROR'S BOOTS

DEFENCE 28

BUY -- SELL 21000

Formidable footwear that heals health points as its wearer wanders.

WAR, MIN, GLA, PAL, ARM, LUM

RARITY ★★★★

BOOTS OF BEAUTITUDE

DEFENCE 30

BUY -- SELL 25000

Fantastic footwear that heals health points as its wearer wanders.

WAR, MIN, GLA, PAL, ARM, LUM

RARITY ★★★★★

SANDALS

DEFENCE --

BUY 18 SELL 9

EVASION CHANCE 0.5%

Simple slip-ons that slip on simply.

WAR, PRI, MAG, MAR, THF, MIN, GLA, PAL, ARM, RAN, SAG, LUM

RARITY ★

LEATHER SHOES

DEFENCE --

BUY 40 SELL 20

EVASION CHANCE 1.0%

Folksy, yet in a fashion fashionable, animal-skin shoes.

WAR, PRI, MAG, MAR, THF, MIN, GLA, PAL, ARM, RAN, SAG, LUM

RARITY ★

HIGH HEELS

DEFENCE --

BUY 220 SELL 110

EVASION CHANCE 1.0%

Fancy but not-so-functional female footwear.

WAR, PRI, MAG, MAR, THF, MIN, GLA, PAL, ARM, RAN, SAG, LUM

RARITY ★

STILETTO HEELS

DEFENCE --

BUY -- SELL 290

EVASION CHANCE 2.5%

Even higher heels that lengthen the lines of ladies' legs.

WAR, PRI, MAG, MAR, THF, MIN, GLA, PAL, ARM, RAN, SAG, LUM

RARITY ★

HIGHNESS HEELS

DEFENCE --

BUY -- SELL 535

EVASION CHANCE 4.0%

Sky-high heels fit for the feet of queens.

WAR, PRI, MAG, MAR, THF, MIN, GLA, PAL, ARM, RAN, SAG, LUM

RARITY ★★

CLOGS

DEFENCE --

BUY 160 SELL 80

EVASION CHANCE 1.5%

A chunky pair of pumps chiseled from a tree.

WAR, PRI, MAG, MAR, THF, MIN, GLA, PAL, ARM, RAN, SAG, LUM

RARITY ★

CLASSY CLOGS

DEFENCE --

BUY -- SELL 190

EVASION CHANCE 2.0%

A slightly slicker style of clogs that are good for going out in.

WAR, PRI, MAG, MAR, THF, MIN, GLA, PAL, ARM, RAN, SAG, LUM

RARITY ★

GALVANISED GETA

DEFENCE 6

BUY 560 SELL 280

EVASION CHANCE 1.5%

Ferrous footwear that, through heavy, complements defence.

WAR, PRI, MAG, MAR, THF, MIN, GLA, PAL, ARM, RAN, SAG, LUM

RARITY ★

SHEEPSKIN SHOES

DEFENCE --

BUY 1250 | SELL 625

EVASION CHANCE 3.0%
MAGICAL MENDING 10

White winter warmers popular with priests.

PRI

RARITY ★

SHE-FU SHOES

DEFENCE --

BUY 2050 | SELL 1025

EVASION CHANCE 4.0%

Shoes equally suited for dealing damage and dancing the night away.

MAR MIN LUM

RARITY ★

SIREN SANDALS

DEFENCE --

BUY 1300 | SELL 650

EVASION CHANCE 3.0%
MAGICAL MENDING 8

Footwear that's just made for mages.

MAG

RARITY ★

SAFETY SHOES

DEFENCE 9

BUY 2700 | SELL 1350

EVASION CHANCE 2.0%

Firm footwear that's fitted with metal reinforcements.

WAR MIN GLA PAL LUM

RARITY ★

SORCERESS SANDALS

DEFENCE --

BUY -- | SELL 1150

EVASION CHANCE 3.5%
MAGICAL MIGHT 15

Fabulous flip-flops that foster Magical Might.

MAG

RARITY ★

SAFER SHOES

DEFENCE 12

BUY -- | SELL 1700

EVASION CHANCE 2.5%

A significantly stouter sort of safety shoe.

WAR MIN GLA PAL LUM

RARITY ★

STARLET SANDALS

DEFENCE --

BUY 1450 | SELL 725

EVASION CHANCE 3.0%

Mules fashionable among female minstrels.

MIN

RARITY ★

SAFEST SHOES

DEFENCE 15

BUY -- | SELL 2050

EVASION CHANCE 3.0%

A supremely stout set of safety shoes that define defensiveness.

WAR MIN GLA PAL LUM

RARITY ★★

KUNG FU SHOES

DEFENCE --

BUY 1550 | SELL 775

EVASION CHANCE 3.0%

Footwear made for martial artists to master their moves in.

MAR

RARITY ★

SHAMAN SHOES

DEFENCE --

BUY 4400 | SELL 2200

EVASION CHANCE 4.0%
MAGICAL MENDING 15

First-class footwear that sages find fantastic.

SAG

RARITY ★

WU SHOES

DEFENCE --

BUY -- | SELL 1250

EVASION CHANCE 4.0%

Footwear fit for only the most skilled of martial artists.

MAR

RARITY ★★

BARDIC BOOTS

DEFENCE --

BUY 4500 | SELL 2250

EVASION CHANCE 4.0%

Fine footwear that makes luminaries look lovely.

LUM

RARITY ★

SPELLSPADRILLES

DEFENCE --

BUY -- SELL 2900

EVASION CHANCE	4.0%
MAGICAL MIGHT	15

Shoes supposedly sported by mages of a bygone age.

		MAG

RARITY ★★

SAGACIOUS SANDALS

DEFENCE --

BUY -- SELL 18000

EVASION CHANCE	5.0%
MAX. MP	10

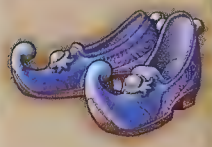
Sacred strappy shoes that magnify Max. MP and restore it too.

	PRI	MAG
MAR	THF	MIN
		ARM
RAN	SAG	LUM

RARITY ★★★★

DEPRESSING SHOES

DEFENCE --



BUY -- SELL 444

EVASION CHANCE	1.5%

Forlorn footwear that's full of misfortune.

WAR	PRI	MAG
MAR	THF	MIN
GLA	PAL	ARM
RAN	SAG	LUM

RARITY ★★★

SAPIENT SANDALS

DEFENCE --

BUY -- SELL 21000

EVASION CHANCE	5.5%
MAX. MP	15

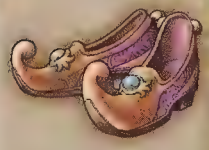
Special strappy shoes that magnify Max. MP and restore it too.

	PRI	MAG
MAR	THF	MIN
		ARM
RAN	SAG	LUM

RARITY ★★★★

ELEVATING SHOES

DEFENCE --



BUY -- SELL 777

EVASION CHANCE	3.5%

Footwear that fosters floods of experience.

WAR	PRI	MAG
MAR	THF	MIN
GLA	PAL	ARM
RAN	SAG	LUM

RARITY ★★★

SENTIENT SANDALS

DEFENCE --

BUY -- SELL 25000

EVASION CHANCE	6.0%
MAX. MP	20

Superlative strappy shoes that magnify Max. MP and restore it too.

	PRI	MAG
MAR	THF	MIN
		ARM
RAN	SAG	LUM

RARITY ★★★★★

PIXIE BOOTS

DEFENCE --

BUY -- SELL 6750

EVASION CHANCE	4.5%

Strange shoes that aren't shy of perilous places.

WAR	PRI	MAG
MAR	THF	MIN
GLA	PAL	ARM
RAN	SAG	LUM

RARITY ★★★

THUG BOOTS

DEFENCE 11

BUY -- SELL 2500

Unrefined footwear that thugs thump around in.

WAR	PRI	MAG
MAR	THF	MIN
GLA	PAL	ARM
RAN	SAG	LUM

RARITY ★★★

TRICKSIE BOOTS

DEFENCE --

BUY -- SELL 8750

EVASION CHANCE	5.0%

Sacred shoes that aren't at all shy of perilous places.

WAR	PRI	MAG
MAR	THF	MIN
GLA	PAL	ARM
RAN	SAG	LUM

RARITY ★★★★

CELESTIAL SHOES

DEFENCE 2

BUY -- SELL --

Unsophisticated footwear well-suite to apprenticing Celestrians.

WAR	PRI	MAG
MAR	THF	MIN
GLA	PAL	ARM
RAN	SAG	LUM

RARITY ★

SENSIBLE SANDALS

DEFENCE --

BUY -- SELL 15000

EVASION CHANCE	4.5%
MAX. MP	5

Strange strappy shoes that magnify Max. MP and restore it too.

	PRI	MAG
MAR	THF	MIN
		ARM
RAN	SAG	LUM

RARITY ★★★★

WHITE WING-TIPS

DEFENCE --

BUY -- SELL 10000

EVASION CHANCE	4.0%

Shiny shoes with a formal feel.

♂

WAR	PRI	MAG
MAR	THF	MIN
GLA	PAL	ARM
RAN	SAG	LUM

RARITY ★★★

HIGH-CLASS HEELS

DEFENCE --

BUY -- SELL 15000

EVASION CHANCE 4.0%

Shiny white shoes that beautify the feet of brides everywhere.

WAR	PRI	MAG
MAR	THF	MIN
GLA	PAL	ARM
RAN	SAG	LUM

RARITY ★★★

SOMNIA BOOTS

DEFENCE 15

BUY -- SELL 5000

Comfortable footwear favoured by the Prince of Somnia.

WAR	PRI	MAG
MAR	THF	MIN
GLA	PAL	ARM
RAN	SAG	LUM

RARITY ★★★

ALEFGARD BOOTS

DEFENCE 18

BUY -- SELL 5000

The first choice of footwear for the folks of Alefgard.

WAR	PRI	MAG
MAR	THF	MIN
GLA	PAL	ARM
RAN	SAG	LUM

RARITY ★★★

ESTARD SHOES

DEFENCE --

BUY -- SELL 5000

EVASION CHANCE 4.0%

A pair of pumps popular with the people of Estard.

WAR	PRI	MAG
MAR	THF	MIN
GLA	PAL	ARM
RAN	SAG	LUM

RARITY ★★★

MIDENHALL BOOTS

DEFENCE 17

BUY -- SELL 5000

Sturdy shoes that once protected the Prince of Midenhall's pins.

WAR	PRI	MAG
MAR	THF	MIN
GLA	PAL	ARM
RAN	SAG	LUM

RARITY ★★★

TRODAINERS

DEFENCE 16

BUY -- SELL 5000

A cut-price pair of pumps that are popular in Trodain.

WAR	PRI	MAG
MAR	THF	MIN
GLA	PAL	ARM
RAN	SAG	LUM

RARITY ★★★

ALIAHAN BOOTS

DEFENCE 20

BUY -- SELL 5000

Fondly worn footwear of a fabled hero.

WAR	PRI	MAG
MAR	THF	MIN
GLA	PAL	ARM
RAN	SAG	LUM

RARITY ★★★

CANNOCK BOOTS

DEFENCE 10

BUY -- SELL 1500

Heel-huggers for hikers that are commonplace in Cannock.

WAR	PRI	MAG
MAR	THF	MIN
GLA	PAL	ARM
RAN	SAG	LUM

RARITY ★★★

ZENITHIAN BOOTS

DEFENCE 19

BUY -- SELL 5000

Boots once worn by the brave hero of Zenithia.

WAR	PRI	MAG
MAR	THF	MIN
GLA	PAL	ARM
RAN	SAG	LUM

RARITY ★★★

MOONBROOKE SHOES

DEFENCE --

BUY -- SELL 1500

EVASION CHANCE 2.5%

A pretty pair of pumps particularly loved by the princess of Moonbrooke.

WAR	PRI	MAG
MAR	THF	MIN
GLA	PAL	ARM
RAN	SAG	LUM

RARITY ★★★

GOTHAN GUMBOOTS

DEFENCE --

BUY -- SELL 5000

EVASION CHANCE 4.0%

Tough trekker's wear that's a trademark of Gotha.

WAR	PRI	MAG
MAR	THF	MIN
GLA	PAL	ARM
RAN	SAG	LUM

RARITY ★★★

HIGHLAND BOOTS

DEFENCE 12

BUY -- SELL 1500

Shoes with shin pads that Ragnar McRyan raves about.

WAR	PRI	MAG
MAR	THF	MIN
GLA	PAL	ARM
RAN	SAG	LUM

RARITY ★★★

VALENKI

DEFENCE 11

BUY -- SELL 1500

Long boots belonging to Tsarevna Alena that go great with her gloves.

WAR	PRI	MAG
MAR	THF	MIN
GLA	PAL	ARM
RAN	SAG	LUM

RARITY ★★★

BIANCA'S BOOTS

DEFENCE --

BUY -- SELL 1500

EVASION CHANCE 2.5%

Bianca's favourite fleecy footwear.

WAR	PRI	MAG
MAR	THF	MIN
GLA	PAL	ARM
RAN	SAG	LUM

RARITY ★★★

KIRYL'S BOOTS

DEFENCE --

BUY -- SELL 1500

EVASION CHANCE 3.0%

Bishop Kiryl's loose-fitting, functional long boots.

WAR	PRI	MAG
MAR	THF	MIN
GLA	PAL	ARM
RAN	SAG	LUM

RARITY ★★★

NERA'S BOOTS

DEFENCE --

BUY -- SELL 1500

EVASION CHANCE 3.0%

Unshowy shoes that become Nera Briscoletti brilliantly.

WAR	PRI	MAG
MAR	THF	MIN
GLA	PAL	ARM
RAN	SAG	LUM

RARITY ★★★

BORYA'S BOOTS

DEFENCE --

BUY -- SELL 1500

EVASION CHANCE 2.5%

Sharp leather shoes with tapered toe-tips that belong to Borya.

WAR	PRI	MAG
MAR	THF	MIN
GLA	PAL	ARM
RAN	SAG	LUM

RARITY ★★★

CARVER'S SHOES

DEFENCE --

BUY -- SELL 1500

EVASION CHANCE 3.5%

Bulky boots that carry Carver's uncompromising confidence.

WAR	PRI	MAG
MAR	THF	MIN
GLA	PAL	ARM
RAN	SAG	LUM

RARITY ★★★

TORNEKO'S SANDALS

DEFENCE --

BUY -- SELL 1500

EVASION CHANCE 3.0%

Torneko Taloon's treasured treaders.

WAR	PRI	MAG
MAR	THF	MIN
GLA	PAL	ARM
RAN	SAG	LUM

RARITY ★★★

MILLY'S SHOES

DEFENCE --

BUY -- SELL 1500

EVASION CHANCE 3.0%

Almost unfeasibly fine footwear worn by Mistress Milly.

WAR	PRI	MAG
MAR	THF	MIN
GLA	PAL	ARM
RAN	SAG	LUM

RARITY ★★★

SATTRIYA SANDALS

DEFENCE --

BUY -- SELL 1500

EVASION CHANCE 3.5%

Maya's charming chappals with attached anklets.

WAR	PRI	MAG
MAR	THF	MIN
GLA	PAL	ARM
RAN	SAG	LUM

RARITY ★★★

ASHLYNN'S SHOES

DEFENCE --

BUY -- SELL 1500

EVASION CHANCE 3.0%

Fast, flexible footwear fresh from Ashlynn's wardrobe.

WAR	PRI	MAG
MAR	THF	MIN
GLA	PAL	ARM
RAN	SAG	LUM

RARITY ★★★

SAMHITA SANDALS

DEFENCE --

BUY -- SELL 1500

EVASION CHANCE 3.0%

Choice chappals befitting Meena's demeanour.

WAR	PRI	MAG
MAR	THF	MIN
GLA	PAL	ARM
RAN	SAG	LUM

RARITY ★★★

KIEFER'S SHOES

DEFENCE 11

BUY -- SELL 1500

Kit of Kiefer's that's been created from high-quality hide.

WAR	PRI	MAG
MAR	THF	MIN
GLA	PAL	ARM
RAN	SAG	LUM

RARITY ★★★

MARIBEL'S SHOES

DEFENCE --

BUY -- SELL 1500

EVASION CHANCE 3.0%

A pretty pretty pair of Maribel's pumps.

WAR	PRI	MAG
MAR	THF	MIN
GLA	PAL	ARM
RAN	SAG	LUM

RARITY ★★★

CHIC CHAUSSURES

DEFENCE 11

BUY -- SELL 1500

Feisty footwear of Fleurette's that feels delightfully devilish.

WAR	PRI	MAG
MAR	THF	MIN
GLA	PAL	ARM
RAN	SAG	LUM

RARITY ★★★

TRODE'S TREADS

DEFENCE --

BUY -- SELL 1500

EVASION CHANCE 2.5%

Shoes supposedly sported by King Trode on a clandestine quest.

WAR	PRI	MAG
MAR	THF	MIN
GLA	PAL	ARM
RAN	SAG	LUM

RARITY ★★★

BLAHNOLO MANIKS

DEFENCE --

BUY -- SELL 1500

EVASION CHANCE 3.0%

Stellar shoes that Stella swears are the way to almost anyone's heart.

WAR	PRI	MAG
MAR	THF	MIN
GLA	PAL	ARM
RAN	SAG	LUM

RARITY ★★★

BOVVER BOOTS

DEFENCE 10

BUY -- SELL 1500

'Ard-wearin' ones an' twos that Yangus 'as 'ad fer donkey's years.

WAR	PRI	MAG
MAR	THF	MIN
GLA	PAL	ARM
RAN	SAG	LUM

RARITY ★★★

ERINN'S BOOTS

DEFENCE --

BUY -- SELL 300

EVASION CHANCE 2.5%

Boots beloved by Erinn for their flexibility and comfort.

WAR	PRI	MAG
MAR	THF	MIN
GLA	PAL	ARM
RAN	SAG	LUM

RARITY ★★★

POSH PUMPS

DEFENCE --

BUY -- SELL 1500

EVASION CHANCE 3.0%

Shoes belonging to Jessica that young ladies yearn for.

WAR	PRI	MAG
MAR	THF	MIN
GLA	PAL	ARM
RAN	SAG	LUM

RARITY ★★★

PATTY'S PUMPS

DEFENCE --

BUY -- SELL 450

EVASION CHANCE 3.5%

Boots well-suited to Patty the pub landlady.

WAR	PRI	MAG
MAR	THF	MIN
GLA	PAL	ARM
RAN	SAG	LUM

RARITY ★ ★

TEMPLAR BOOTS

DEFENCE 12

BUY -- SELL 1500

Boots worn by knights of the church like the amorous Angelo.

WAR	PRI	MAG
MAR	THF	MIN
GLA	PAL	ARM
RAN	SAG	LUM

RARITY ★★★

AQUILA'S BOOTS

DEFENCE --

BUY -- SELL 775

EVASION CHANCE 4.0%

Footwear fabricated for senior Celestrians.

WAR	PRI	MAG
MAR	THF	MIN
GLA	PAL	ARM
RAN	SAG	LUM

RARITY ★★★

CASANOVA CLOGS

DEFENCE --

BUY -- SELL 1500

EVASION CHANCE 3.5%

Shoes with a style of their own that only Morrie can carry off.

WAR	PRI	MAG
MAR	THF	MIN
GLA	PAL	ARM
RAN	SAG	LUM

RARITY ★★★

ACCESSORIES

STRENGTH RING

DEFENCE --

BUY -- SELL 375

ATTACK 4

A band that bolsters brawn when worn.

WAR	PRI	MAG
MAR	THF	MIN
GLA	PAL	ARM
RAN	SAG	LUM

RARITY ★

GOLD BRACER

DEFENCE 3

BUY 350 SELL 175

A pure gold piece of armwear that artfully enhances defence.

WAR	PRI	MAG
MAR	THF	MIN
GLA	PAL	ARM
RAN	SAG	LUM

RARITY ★

TOUGH GUY TATTOO

DEFENCE --

BUY -- SELL 1200

ATTACK 6

A mark that magnifies muscle and musters fighting might.

WAR	PRI	MAG
MAR	THF	MIN
GLA	PAL	ARM
RAN	SAG	LUM

RARITY ★

SLIME EARRINGS

DEFENCE 4

BUY 400 SELL 200

Jaunty jewellery with a slimy slant.

WAR	PRI	MAG
MAR	THF	MIN
GLA	PAL	ARM
RAN	SAG	LUM

RARITY ★

RAGING RUBY

DEFENCE --

BUY -- SELL 675

ATTACK 9

A jewel that jacks up attack power when worn.

WAR	PRI	MAG
MAR	THF	MIN
GLA	PAL	ARM
RAN	SAG	LUM

RARITY ★

DRAGON SCALE

DEFENCE 5

BUY -- SELL 490

A warrior's ward made of wyrm's scale.

WAR	PRI	MAG
MAR	THF	MIN
GLA	PAL	ARM
RAN	SAG	LUM

RARITY ★

MIGHTY ARMLET

DEFENCE --

BUY -- SELL 2250

ATTACK 12

An accessory that accentuates attack power when worn.

WAR	PRI	MAG
MAR	THF	MIN
GLA	PAL	ARM
RAN	SAG	LUM

RARITY ★★

RUBY OF PROTECTION

DEFENCE 10

BUY -- SELL 1050

A sparkling stone that strengthens defence when worn.

WAR	PRI	MAG
MAR	THF	MIN
GLA	PAL	ARM
RAN	SAG	LUM

RARITY ★

GOLD RING

DEFENCE 2

BUY 220 SELL 110

A beautiful, pure gold band that artfully enhances defence.

WAR	PRI	MAG
MAR	THF	MIN
GLA	PAL	ARM
RAN	SAG	LUM

RARITY ★

BUNNY TAIL

DEFENCE --

BUY 240 SELL 120

AGILITY 5

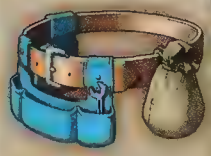
A fun and fluffy fashion item.

WAR	PRI	MAG
MAR	THF	MIN
GLA	PAL	ARM
RAN	SAG	LUM

RARITY ★

UTILITY BELT

DEFENCE --



BUY -- SELL 1500

DEFTNESS 25

A craftsman's companion that does wonders for its wearer's deftness.

WAR PRI MAG
MAR THF MIN
GLA PAL ARM
RAN SAG LUM

RARITY ★

SORCERER'S STONE

DEFENCE --

BUY -- SELL 490

MAGICAL MIGHT 2
MAGICAL MENDING 2

A jewel that jacks up its wearer's Magical Might a little.

WAR PRI MAG
MAR THF MIN
GLA PAL ARM
RAN SAG LUM

RARITY ★

AGILITY RING

DEFENCE --

BUY -- SELL 525

AGILITY 20

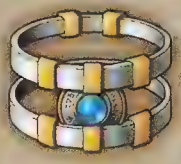
A magical accoutrement that accentuates agility.

WAR PRI MAG
MAR THF MIN
GLA PAL ARM
RAN SAG LUM

RARITY ★

BRAINY BRACER

DEFENCE --



BUY -- SELL 1350

MAGICAL MIGHT 8
MAGICAL MENDING 8

An unusual accessory that enhances its wearer's Magical Might.

WAR PRI MAG
MAR THF MIN
GLA PAL ARM
RAN SAG LUM

RARITY ★

METEORITE BRACER

DEFENCE --

BUY -- SELL 2500

AGILITY 100

Awesome armwear that makes its wearer insanely agile.

WAR PRI MAG
MAR THF MIN
GLA PAL ARM
RAN SAG LUM

RARITY ★★

MONARCHIC MARK

DEFENCE 5

BUY -- SELL 7200

MAGICAL MIGHT 10
MAGICAL MENDING 10

A kingly coat-of-arms that increases Magical Might and Mending.

WAR PRI MAG
MAR THF MIN
GLA PAL ARM
RAN SAG LUM

RARITY ★★

SORCERER'S RING

DEFENCE --

BUY -- SELL 3750

MAGICAL MIGHT 15
MAX. MP 15

A beautiful band that boosts Max. MP and Magical Might.

WAR PRI MAG
MAR THF MIN
GLA PAL ARM
RAN SAG LUM

RARITY ★★

LIFE BRACER

DEFENCE 4

BUY -- SELL 4000

An enchanted extra that heals its wearer's wounds in battle.

WAR PRI MAG
MAR THF MIN
GLA PAL ARM
RAN SAG LUM

RARITY ★

GOLD ROSARY

DEFENCE 2

BUY -- SELL 250

MAGICAL MENDING 7

A holy helping hand that slightly heightens Magical Mending.

WAR PRI MAG
MAR THF MIN
GLA PAL ARM
RAN SAG LUM

RARITY ★

SPIRIT BRACER

DEFENCE 4

BUY -- SELL 7500

MAX. MP 30

An enchanted armband that boosts Max. MP by thirty.

WAR PRI MAG
MAR THF MIN
GLA PAL ARM
RAN SAG LUM

RARITY ★★

ROSARY

DEFENCE --

BUY -- SELL 3350

MAGICAL MENDING 15
MAX. MP 15

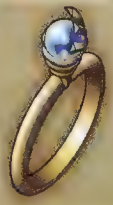
A string of beads that boosts Max. MP and Magical Mending.

WAR PRI MAG
MAR THF MIN
GLA PAL ARM
RAN SAG LUM

RARITY ★

PRAYER RING

DEFENCE 3



BUY -- SELL 1350

A righteous ring that restores a modicum of MP when used.

WAR PRI MAG
MAR THF MIN
GLA PAL ARM
RAN SAG LUM

RARITY ★

ACCESSORIES (continued)

HOLY TALISMAN

DEFENCE 6

BUY -- SELL 1200

A ring that resists the ravages of death magic when worn.

WAR	PRI	MAG
MAR	THF	MIN
GLA	PAL	ARM
RAN	SAG	LUM

RARITY ★

CATHOLICON RING

DEFENCE 5

BUY -- SELL 8000

A brilliant band that resists a whole range of undesirable effects.

WAR	PRI	MAG
MAR	THF	MIN
GLA	PAL	ARM
RAN	SAG	LUM

RARITY ★★

SOBER RING

DEFENCE 5

BUY -- SELL 1400

A ring that resists Dazzle-like magic when donned.

WAR	PRI	MAG
MAR	THF	MIN
GLA	PAL	ARM
RAN	SAG	LUM

RARITY ★

WEDDING RING

DEFENCE 6

BUY -- SELL 25000

MAGICAL MENDING 10

Symbol of the sacred bond between two beings.

WAR	PRI	MAG
MAR	THF	MIN
GLA	PAL	ARM
RAN	SAG	LUM

RARITY ★★★

CONTRA BAND

DEFENCE 5

BUY -- SELL 1350

A ring that raises resilience to poison attacks when worn.

WAR	PRI	MAG
MAR	THF	MIN
GLA	PAL	ARM
RAN	SAG	LUM

RARITY ★

ELFIN CHARM

DEFENCE 5

BUY -- SELL 2250

A talisman that turns aside tons of undesirable effects.

WAR	PRI	MAG
MAR	THF	MIN
GLA	PAL	ARM
RAN	SAG	LUM

RARITY ★★

FULL MOON RING

DEFENCE 5

BUY -- SELL 1250

A ring that provides protection against paralysis when worn.

WAR	PRI	MAG
MAR	THF	MIN
GLA	PAL	ARM
RAN	SAG	LUM

RARITY ★

LIFE RING

DEFENCE 6

BUY -- SELL 2600

A rejuvenating ring that heals health points with every step.

WAR	PRI	MAG
MAR	THF	MIN
GLA	PAL	ARM
RAN	SAG	LUM

RARITY ★

ROUSING RING

DEFENCE 5

BUY -- SELL 1300

A ring that resists sleep attacks when worn.

WAR	PRI	MAG
MAR	THF	MIN
GLA	PAL	ARM
RAN	SAG	LUM

RARITY ★

GODDESS RING

DEFENCE --

BUY -- SELL 6250

MAGICAL MENDING 15

A blessed band that brings back MP with every step.

WAR	PRI	MAG
MAR	THF	MIN
GLA	PAL	ARM
RAN	SAG	LUM

RARITY ★

RING OF CLARITY

DEFENCE 5

BUY -- SELL 1450

A ring that confounds confusion attacks when worn.

WAR	PRI	MAG
MAR	THF	MIN
GLA	PAL	ARM
RAN	SAG	LUM

RARITY ★

TERRIBLE TATTOO

DEFENCE --

BUY -- SELL 200

AGILITY 8

A satanic stick-on design with an ominous odour about it.

WAR	PRI	MAG
MAR	THF	MIN
GLA	PAL	ARM
RAN	SAG	LUM

RARITY ★★★

SKULL RING

DEFENCE 6

BUY -- SELL 475

An unpleasant piece of jewelry with an ominous odour about it.

WAR	PRI	MAG
MAR	THF	MIN
GLA	PAL	ARM
RAN	SAG	LUM

RARITY ★★

RECKLESS NECKLACE

DEFENCE 6

BUY -- SELL 1800

Unnatural neckwear with an ominous odour about it.

WAR	PRI	MAG
MAR	THF	MIN
GLA	PAL	ARM
RAN	SAG	LUM

RARITY ★★

LUCKY PENDANT

DEFENCE 5

BUY -- SELL 1800

EVASION CHANCE 3.0%

A necklace that negates all sorts of spells that lower abilities.

WAR	PRI	MAG
MAR	THF	MIN
GLA	PAL	ARM
RAN	SAG	LUM

RARITY ★★★

PINK PEARL

DEFENCE 3

BUY 1500 SELL 750

A jolly gem with a rose colour.

WAR	PRI	MAG
MAR	THF	MIN
GLA	PAL	ARM
RAN	SAG	LUM

RARITY ★

BOW TIE

DEFENCE 3

BUY 1600 SELL 800

A toff's tie that's sure to advance its wearer's vanity.

WAR	PRI	MAG
MAR	THF	MIN
GLA	PAL	ARM
RAN	SAG	LUM

RARITY ★

VENUS' TEAR

DEFENCE 5

BUY -- SELL 6150

A jewel that fascinates those who feast their eyes on it.

WAR	PRI	MAG
MAR	THF	MIN
GLA	PAL	ARM
RAN	SAG	LUM

RARITY ★★★★

SOLDIER'S MEDAL

DEFENCE 3

BUY -- SELL 5000

ATTACK 20

A warrior's award that ups its wearer's attack power.

WAR	PRI	MAG
MAR	THF	MIN
GLA	PAL	ARM
RAN	SAG	LUM

RARITY ★★★★

LIFESAVING MEDAL

DEFENCE 3

BUY -- SELL 5000

MAGICAL MENDING 50

A priest's prize that pumps up magical mending.

WAR	PRI	MAG
MAR	THF	MIN
GLA	PAL	ARM
RAN	SAG	LUM

RARITY ★★★★

MAGER ACHIEVEMENT

DEFENCE 3

BUY -- SELL 5000

MAGICAL MIGHT 50

A mage's medal that maximises magical might.

WAR	PRI	MAG
MAR	THF	MIN
GLA	PAL	ARM
RAN	SAG	LUM

RARITY ★★★★

MERCURY PRIZE

DEFENCE 3

BUY -- SELL 5000

AGILITY 120

A martial artist's medal that improves its wearer's agility.

WAR	PRI	MAG
MAR	THF	MIN
GLA	PAL	ARM
RAN	SAG	LUM

RARITY ★★★★

HONOUR AMONG THIEVES

DEFENCE 3

BUY -- SELL 5000

A thief's award that enhances the chances of successfully stealing.

WAR	PRI	MAG
MAR	THF	MIN
GLA	PAL	ARM
RAN	SAG	LUM

RARITY ★★★★

WEAR-WITH-ALL AWARD

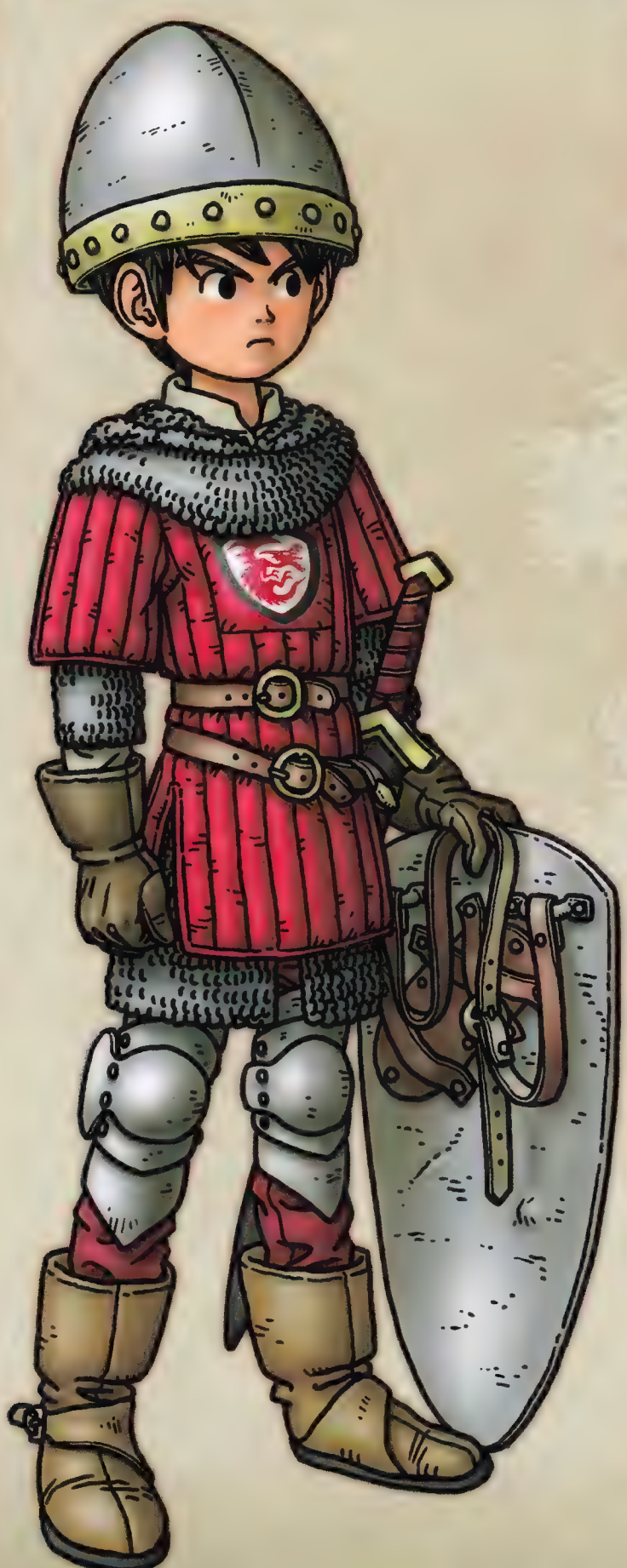
DEFENCE 3

BUY -- SELL 5000

A minstrel's medal that allows you to equip the opposite sex's stuff.

WAR	PRI	MAG
MAR	THF	MIN
GLA	PAL	ARM
RAN	SAG	LUM

RARITY ★★★★



CRITICAL ACCLAIM

DEFENCE 3

BUY -- SELL 5000

A gladiator's medal that cranks up the chance of a critical hit.

WAR	PRI	MAG
MAR	THF	MIN
GLA	PAL	ARM
RAN	SAG	LUM

RARITY ★★★★

ORDER OF CHIVALRY

DEFENCE 20

BUY -- SELL 5000

A paladin's decoration that drums up defence.

WAR	PRI	MAG
MAR	THF	MIN
GLA	PAL	ARM
RAN	SAG	LUM

RARITY ★★★★

COMBAT ACTION MEDAL

DEFENCE 3

BUY -- SELL 5000

An armamentalist's medal that maxes the chance of a coup de grâce.

WAR	PRI	MAG
MAR	THF	MIN
GLA	PAL	ARM
RAN	SAG	LUM

RARITY ★★★★

MEDAL OF FREEDOM

DEFENCE 3

BUY -- SELL 5000

DEFTNESS 100

A reward for rangers that upgrades Deftness when donned.

WAR	PRI	MAG
MAR	THF	MIN
GLA	PAL	ARM
RAN	SAG	LUM

RARITY ★★★★

LEGION OF MERIT

DEFENCE 3

BUY -- SELL 5000

MAX. MP 60

A sage's medal that magnifies Max. MP.

WAR	PRI	MAG
MAR	THF	MIN
GLA	PAL	ARM
RAN	SAG	LUM

RARITY ★★★★

NOSCAR

DEFENCE 3

BUY -- SELL 5000

An accolade for luminaries that seriously supplements style.

WAR	PRI	MAG
MAR	THF	MIN
GLA	PAL	ARM
RAN	SAG	LUM

RARITY ★★★★

Equipment Reference Tables

SHIELD

	WAR	PRI	MAG	MAR	THF	MIN	GLAD	PAL	ARM	RAN	SAG	LUM
BIG BOSS SHIELD	●	●	●			●		●	●		●	●
BOSS SHIELD	●	●	●			●		●	●		●	●
BRAIN DRAINER	●	●	●			●		●	●		●	●
BRONZE SHIELD	●	●	●			●		●	●		●	●
CATTY SHIELD	●	●	●			●		●	●		●	●
DARK SHIELD	●	●	●			●		●	●		●	●
DEVILRY DRINKER	●	●	●			●		●	●		●	●
DRAGON SHIELD	●	●	●			●		●	●		●	●
EMPOWERED SHIELD	●	●	●			●		●	●		●	●
ENCHANTED SHIELD	●	●	●			●		●	●		●	●
ERDRICK'S SHIELD	●	●	●			●		●	●		●	●
ETHEREAL SHIELD	●	●	●			●		●	●		●	●
FLAME SHIELD	●	●	●			●		●	●		●	●
GIGASTEEL SHIELD	●	●	●			●		●	●		●	●
GODDESS SHIELD	●	●	●			●		●	●		●	●
GOLD PLATTER	●	●	●			●		●	●		●	●
ICE SHIELD	●	●	●			●		●	●		●	●
IRON SHIELD	●	●	●			●		●	●		●	●
KITTY SHIELD	●	●	●			●		●	●		●	●
LEATHER SHIELD	●	●	●			●		●	●		●	●
LIGHT SHIELD	●	●	●			●		●	●		●	●
LIQUID METAL SHIELD	●	●	●			●		●	●		●	●
MAGIC SHIELD	●	●	●			●		●	●		●	●
METAL KING SHIELD	●	●	●			●		●	●		●	●
METAL SLIME SHIELD	●	●	●			●		●	●		●	●
OGRE SHIELD	●	●	●			●		●	●		●	●
PLATINUM PLATTER	●	●	●			●		●	●		●	●
PLATINUM SHIELD	●	●	●			●		●	●		●	●
POT LID	●	●	●			●		●	●		●	●
POWER SHIELD	●	●	●			●		●	●		●	●
PSYCHE SWIPER	●	●	●			●		●	●		●	●
RUINOUS SHIELD	●	●	●			●		●	●		●	●
RUSTY SHIELD	●	●	●			●		●	●		●	●
SAINTESS SHIELD	●	●	●			●		●	●		●	●
SCALE SHIELD	●	●	●			●		●	●		●	●
SHELL SHIELD	●	●	●			●		●	●		●	●
SILVER PLATTER	●	●	●			●		●	●		●	●
SILVER SHIELD	●	●	●			●		●	●		●	●
SLIME SHIELD	●	●	●			●		●	●		●	●
SOUL SUCKER	●	●	●			●		●	●		●	●
STEEL SHIELD	●	●	●			●		●	●		●	●
TEMPEST SHIELD	●	●	●			●		●	●		●	●
WARRIOR'S SHIELD	●	●	●			●		●	●		●	●
WHITE KNIGHT'S SHIELD	●	●	●			●		●	●		●	●
WHITE SHIELD	●	●	●			●		●	●		●	●

HEAD

	WAR	PRI	MAG	MAR	THF	MIN	GLA	PAL	ARM	RAN	SAG	LUM
ALEFGARD HELM	●	●	●	●	●	●	●	●	●	●	●	●
ALENA'S HAT	●	●	●	●	●	●	●	●	●	●	●	●
ALIAHAN HEADPIECE	●	●	●	●	●	●	●	●	●	●	●	●
APOLLO'S CROWN		●			●	●		●	●	●	●	●
ASHLYNN'S HAIR	●	●	●	●	●	●	●	●	●	●	●	●
AUTUMN SHOWER HAT		●	●	●	●	●			●	●	●	●
BANDANA	●	●	●	●	●	●	●	●	●	●	●	●
BATTLER'S BAND							●					
BIANCA'S BRAID	●	●	●	●	●	●	●	●	●	●	●	●
BLESSED HELM	●	●				●	●	●	●			●
BORYA'S BOUFFANT	●	●	●	●	●	●	●	●	●	●	●	●
BROWN AFRO	●	●	●	●	●	●	●	●	●	●	●	●
BUNNY EARS	●	●	●	●	●	●	●	●	●	●	●	●
CANNOCK HELM	●	●	●	●	●	●	●	●	●	●	●	●
CANNY CAP											●	
CARVER'S HAIR	●	●	●	●	●	●	●	●	●	●	●	●
CAT EARS	●	●	●	●	●	●	●	●	●	●	●	●
CAVALIER HAT									●			
CIRCLET		●	●			●			●		●	●
CROWN OF CLARITY											●	
DEBORA'S DAMASKS	●	●	●	●	●	●	●	●	●	●	●	●
DISTURBIN' TURBAN					●							
DRAGON WARRIOR HELM	●	●	●	●	●	●	●	●	●	●	●	●
EAR COSY										●		
ERDRICK'S HELMET	●					●	●	●				●
ERINN'S HEADKERCHIEF	●	●	●	●	●	●	●	●	●	●	●	●
ESTARD HOOD	●	●	●	●	●	●	●	●	●	●	●	●
FEATHER HEADBAND						●						
FEATHERED CAP		●	●	●	●	●			●	●	●	●
FILIGREE MASK	●						●	●				
FLEURETTE'S FLORET	●	●	●	●	●	●	●	●	●	●	●	●
FUR HOOD	●	●	●	●	●	●	●	●	●	●	●	●
GIGASTEEL HELMET	●	●			●	●	●	●	●			●
GOLD CIRCLET		●	●			●			●		●	●
GOLDEN TIARA	●	●	●	●	●	●	●	●	●	●	●	●
GOTHAN TURBAN	●	●	●	●	●	●	●	●	●	●	●	●
GREAT HELM	●						●	●				
HADES' HELM	●						●	●				
HAIRBAND	●	●	●	●	●	●	●	●	●	●	●	●
HALLOWED HELM	●	●				●	●	●	●			●
HALO	●	●	●	●	●	●	●	●	●	●	●	●
HAPPY HAT		●	●		●	●			●	●	●	●
HARDWOOD HEADWEAR	●	●	●		●		●	●	●	●	●	
HEAVENLY HELM	●	●				●	●	●	●			●
HERMETIC HAT		●										

HEAD (CONTINUED)

	WAR	PRI	MAG	MAR	THF	MIN	GLA	PAL	ARM	RAN	SAG	LUM
HOCUS HAT			●									
HOLY HAT		●										
HUNTER'S HAT										●		
IRON HELMET	●	●			●	●	●	●	●			●
IRON MASK	●						●	●				
JESS'S TRESSES	●	●	●	●	●	●	●	●	●	●	●	●
KIEFER'S HAIR	●	●	●	●	●	●	●	●	●	●	●	●
KIRYL'S KAMILAVKA	●	●	●	●	●	●	●	●	●	●	●	●
LEATHER HAT	●	●	●	●	●	●	●	●	●	●	●	●
LIQUID METAL HELM	●					●	●	●	●			●
MAGICAL HAT		●	●			●			●		●	●
MAID'S MOP	●	●	●	●	●	●	●	●	●	●	●	●
MAIL COIF								●				
MALLEABLE MASK		●	●	●	●	●			●	●	●	●
MARIBEL'S HOOD	●	●	●	●	●	●	●	●	●	●	●	●
MAYA'S MANE	●	●	●	●	●	●	●	●	●	●	●	●
MEENA'S MANE	●	●	●	●	●	●	●	●	●	●	●	●
MEGA-MAGICAL HAT		●	●			●			●		●	●
MERCURY'S BANDANA	●	●	●	●	●	●	●	●	●	●	●	●
METAL KING HELM	●					●	●	●	●			●
METAL SLIME HELM	●					●	●	●	●			●
MIDENHALL HELM	●	●	●	●	●	●	●	●	●	●	●	●
MILLY'S HAIR	●	●	●	●	●	●	●	●	●	●	●	●
MINERVA'S MITRE											●	
MINOTAUR HELM	●				●		●			●		
MITRE		●										
MONARCHIC MOUSTACHE	●	●	●	●	●	●	●	●	●	●	●	●
MOONBROOKE HOOD	●	●	●	●	●	●	●	●	●	●	●	●
MORRIE'S MULLET	●	●	●	●	●	●	●	●	●	●	●	●
MUSKETEER HAT									●			
MYTHRIL COIF								●				
MYTHRIL HELM	●					●	●	●	●			●
NERA'S HAIR	●	●	●	●	●	●	●	●	●	●	●	●
PAPILLON MASK		●	●	●	●	●			●	●	●	●
PHANTOM MASK		●	●	●	●	●			●	●	●	●
PLATINUM HEADGEAR	●					●	●	●	●			●
POINTY HAT	●	●	●	●	●	●	●	●	●	●	●	●
PROPER TOPPER	●	●	●	●	●	●	●	●	●	●	●	●
PUMPKIN HEAD	●	●	●	●	●	●	●	●	●	●	●	●
RAGING BULL HELM	●				●		●			●		
RAGNAR'S HELM	●	●	●	●	●	●	●	●	●	●	●	●
RAVISHING RIBBON												●
RED AFRO	●	●	●	●	●	●	●	●	●	●	●	●
RUSTY HELMET	●					●	●	●				●
SANTA'S HAT	●	●	●	●	●	●	●	●	●	●	●	●
SCHOLAR'S CIRCLET		●	●			●		●	●		●	●
SHARP SHADES	●	●	●	●	●	●	●	●	●	●	●	●

HEAD (CONTINUED)

	WAR	PRI	MAG	MAR	THF	MIN	GLA	PAL	ARM	RAN	SAG	LUM
SILKEN VEIL	●	●	●	●	●	●	●	●	●	●	●	●
SILVER SPECS	●	●	●	●	●	●	●	●	●	●	●	●
SILVER TIARA	●	●	●	●	●	●	●	●	●	●	●	●
SKULL CAP	●	●	●	●	●	●	●	●	●	●	●	●
SKULL HELM		●			●	●		●	●	●	●	●
SLIME CROWN	●	●	●	●	●	●	●	●	●	●	●	●
SLOOD	●	●	●	●	●	●	●	●	●	●	●	●
SOMNIA HAIR	●	●	●	●	●	●	●	●	●	●	●	●
SPELLWARD CIRCLET		●	●			●			●		●	●
SPRING BREEZE HAT		●	●	●	●	●			●	●	●	●
STAR CIRCLET		●	●			●			●		●	●
STEEL HELMET	●	●			●	●	●	●	●			●
STEELY SWEATBAND				●								
STELLAR STARFLOWER	●	●	●	●	●	●	●	●	●	●	●	●
SUMMER CLOUD HAT		●	●	●	●	●			●	●	●	●
SUN CROWN		●			●	●		●	●	●	●	●
SUPERNATURAL SPECS	●	●	●	●	●	●	●	●	●	●	●	●
SWASHBUCKLER'S BONNET	●	●	●	●	●	●	●	●	●	●	●	●
TEMPLAR'S TRESSES	●	●	●	●	●	●	●	●	●	●	●	●
THIEF'S TURBAN					●							
THINKING CAP		●	●			●		●	●		●	●
THUG'S MUG	●	●	●	●	●	●	●	●	●	●	●	●
TIP-TOP TOPPER	●	●	●	●	●	●	●	●	●	●	●	●
TOP HAT												●
TORNEKO'S CAP	●	●	●	●	●	●	●	●	●	●	●	●
TRAILBLAZING BANDANA	●	●	●	●	●	●	●	●	●	●	●	●
TRICKY TURBAN			●									
TRODAIN BANDANA	●	●	●	●	●	●	●	●	●	●	●	●
TRODEFACE	●	●	●	●	●	●	●	●	●	●	●	●
TURBAN	●	●	●		●	●	●	●	●	●	●	●
UNHAPPY HAT		●	●		●	●			●	●	●	●
VETERAN'S HELM	●											
WARRIOR'S HELM	●											
WINTER SKY HAT		●	●	●	●	●			●	●	●	●
WITCH'S HAT			●									
WIZARD'S HAT			●									
WONDER HELM	●	●				●	●	●	●			●
X-RAY SPECS	●	●	●	●	●	●	●	●	●	●	●	●
YANGUS'S TITFER	●	●	●	●	●	●	●	●	●	●	●	●
ZENITHIAN HELM	●	●	●	●	●	●	●	●	●	●	●	●

TORSO

	WAR	PRI	MAG	MAR	THF	MIN	CLA	PAL	ARM	RAN	SAG	LUM
AEON'S ROBE		•	•			•					•	•
ALEFGARD ARMOUR	•	•	•	•	•	•	•	•	•	•	•	•
ALENA'S DRESS	•	•	•	•	•	•	•	•	•	•	•	•
ALIAHAN CLOTHES	•	•	•	•	•	•	•	•	•	•	•	•
ANGEL'S ROBE		•	•			•					•	•
AQUILA'S ARMOUR	•	•	•	•	•	•	•	•	•	•	•	•
ARCHANGEL'S ROBE		•	•			•					•	•
ASCETIC ROBE		•										
ASHLYNN'S CLOTHES	•	•	•	•	•	•	•	•	•	•	•	•
BEST VEST	•	•	•	•	•	•	•	•	•	•	•	•
BIANCA'S CLOTHES	•	•	•	•	•	•	•	•	•	•	•	•
BORYA'S ROBE	•	•	•	•	•	•	•	•	•	•	•	•
BRAWLING BYRNIE							•					
BRONZE ARMOUR	•				•	•	•	•	•			•
BUNNY SUIT	•	•	•	•	•	•	•	•	•	•	•	•
CANNOCK CLOAK	•	•	•	•	•	•	•	•	•	•	•	•
CAPE OF GOOD KARMA											•	
CAPTAIN'S COAT	•	•	•	•	•	•	•	•	•	•	•	•
CARVER'S VEST	•	•	•	•	•	•	•	•	•	•	•	•
CATOPTRIC ARMOUR	•				•	•	•	•	•			•
CELESTIAL SUIT	•	•	•	•	•	•	•	•	•	•	•	•
CELESTRIA'S GOWN		•	•			•			•	•	•	•
CELESTRIA'S RAIMENT		•	•			•			•	•	•	•
CHAIN MAIL	•	•			•	•	•	•	•	•		•
CLOAK OF CONCEALMENT	•	•	•	•	•	•	•	•	•	•	•	•
CLOAK OF EVASION	•	•	•	•	•	•	•	•	•	•	•	•
COMBAT COSTUME				•								
COMBAT TOP				•								
DANCER'S COSTUME	•	•	•	•	•	•	•	•	•	•	•	•
DANCER'S DRESS						•						
DANGEROUS BIKINI TOP	•	•	•	•	•	•	•	•	•	•	•	•
DANGEROUS BUSTIER	•	•	•	•	•	•	•	•	•	•	•	•
DARK ROBE		•		•	•	•			•	•	•	•
DEBORA'S DRESS	•	•	•	•	•	•	•	•	•	•	•	•
DIVINE BUSTIER	•	•	•	•	•	•	•	•	•	•	•	•
DIVINE DRESS											•	
DRAGON DRESS				•								
DRAGON MAIL	•				•	•	•	•		•		•
DRAGON ROBE		•	•	•		•			•	•	•	•
DRAGON TOP				•								
DRAGON WARRIOR ARMOUR	•	•	•	•	•	•	•	•	•	•	•	•
EMPEROR'S ATTIRE		•	•			•			•		•	•
EMPRESS'S ROBE		•	•			•			•		•	•
ENCHANTED ARMOUR	•	•			•	•	•	•	•		•	•
ENCHANTED ROBES		•	•			•		•	•		•	•
ERDRICK'S ARMOUR	•					•	•	•				•
ERINN'S OUTFIT	•	•	•	•	•	•	•	•	•	•	•	•

TORSO (CONTINUED)

	WAR	PRI	MAG	MAR	THF	MIN	GLA	PAL	ARM	RAN	SAG	LUM
ESTARD CLOTHES	●	●	●	●	●	●	●	●	●	●	●	●
ETHEREAL ARMOUR	●	●			●	●	●	●	●		●	●
ETHEREAL ROBES		●	●			●		●	●		●	●
EXOTOGA		●		●	●	●				●	●	●
FEMISCYRAN MAIL	●											
FENCING FROCK									●			
FENCING JACKET									●			
FIZZLE-PROOF SUIT			●									
FIZZLE-RETARDANT BLOUSE			●									
FIZZLE-RETARDANT SUIT			●									
FLAMENCO SHIRT						●						
FLEURETTE'S FROCK	●	●	●	●	●	●	●	●	●	●	●	●
FLOWING DRESS		●	●			●		●	●	●	●	●
FULL PLATE ARMOUR	●				●		●	●	●			
FUR PONCHO	●	●	●	●	●	●	●	●	●	●	●	●
FUR VEST	●	●	●	●	●	●	●	●	●	●	●	●
GARISH GARB	●	●	●	●	●	●	●	●	●	●	●	●
GIGANT ARMOUR	●				●		●			●		
GIGASTEEL ARMOUR	●				●		●	●	●			
GLOMBOLERO	●	●	●	●	●	●	●	●	●	●	●	●
GLORIOUS ARMOUR	●					●	●	●	●			●
GOLD MAIL	●					●	●	●	●			●
GOOEY GEAR	●	●	●	●	●	●	●	●	●	●	●	●
GOTHAN ROBE	●	●	●	●	●	●	●	●	●	●	●	●
GUSTO GARB	●	●	●	●	●	●	●	●	●	●	●	●
HEAVY ARMOUR	●						●	●				
HOLY FEMAIL								●				
HOLY MAIL								●				
HOT BIKINI TOP	●	●	●	●	●	●	●	●	●	●	●	●
IRON ARMOUR	●				●		●	●	●			
IRON CUIRASS	●	●			●	●	●	●	●	●	●	●
JAGUARMENT	●	●	●	●	●	●	●	●	●	●	●	●
JESSICA'S FROCK	●	●	●	●	●	●	●	●	●	●	●	●
JOLLY ROGER JUMPER	●	●	●	●	●	●	●	●	●	●	●	●
KIEFER'S CLOTHES	●	●	●	●	●	●	●	●	●	●	●	●
KING'S COAT		●	●			●			●		●	●
KIRYL'S CLOTHES	●	●	●	●	●	●	●	●	●	●	●	●
LARGE-SCALE ARMOUR	●	●			●	●	●	●	●	●	●	●
LEATHER ARMOUR	●	●			●	●	●	●	●	●	●	●
LEATHER CAPE	●	●	●	●	●	●	●	●	●	●	●	●
LEATHER DRESS	●	●	●	●	●	●	●	●	●	●	●	●
LEGENDARY ARMOUR	●					●	●	●	●			●
LIQUID METAL ARMOUR	●					●	●	●	●			●
MACABRE MANTLE		●		●	●	●			●	●	●	●
MAGIC ARMOUR	●	●			●	●	●	●	●		●	●
MAGICAL ROBES		●	●			●		●	●		●	●
MAID OUTFIT	●	●	●	●	●	●	●	●	●	●	●	●

TORSO (CONTINUED)

	WAR	PRI	MAG	MAR	THF	MIN	CLA	PAL	ARM	RAN	SAG	LUM
MAIDEN'S MANTLE											•	
MAJESTIC MANTLE		•	•		•	•			•		•	•
MARIBEL'S CLOTHES	•	•	•	•	•	•	•	•	•	•	•	•
MAYA'S OUTFIT	•	•	•	•	•	•	•	•	•	•	•	•
MEENA'S ROBE	•	•	•	•	•	•	•	•	•	•	•	•
MESOTOGA		•		•	•	•				•	•	•
METAL KING ARMOUR	•					•	•	•	•			•
METAL SLIME ARMOUR	•					•	•	•	•			•
MIDENHALL GARB	•	•	•	•	•	•	•	•	•	•	•	•
MILLY'S CLOTHES	•	•	•	•	•	•	•	•	•	•	•	•
MIRROR ARMOUR	•				•	•	•	•	•			•
MOONBROOKE DRESS	•	•	•	•	•	•	•	•	•	•	•	•
MUSCLE BELT	•	•	•	•	•	•	•	•	•	•	•	•
MYTHICAL ARMOUR	•					•	•	•	•			•
NERA'S DRESS	•	•	•	•	•	•	•	•	•	•	•	•
NIGHTMARE GOWN		•	•			•			•	•	•	•
NOMADIC DEEL										•		
PALLIUM REGALE		•			•	•		•	•	•	•	•
PATTY'S DIRNDL	•	•	•	•	•	•	•	•	•	•	•	•
PLAIN CLOTHES	•	•	•	•	•	•	•	•	•	•	•	•
PLAIN DRESS	•	•	•	•	•	•	•	•	•	•	•	•
PLATINUM MAIL	•					•	•	•	•			•
PRIESTESS'S PINAFORE		•										
PRINCE'S PEA COAT		•	•			•			•		•	•
PRINCESS'S ROBE		•	•			•			•		•	•
QUEEN'S ROBE		•	•			•			•		•	•
RAGNAR'S ARMOUR	•	•	•	•	•	•	•	•	•	•	•	•
ROBE OF SERENITY	•	•	•	•	•	•	•	•	•	•	•	•
ROBE OF SWEET DREAMS	•	•	•	•	•	•	•	•	•	•	•	•
ROGUE'S ROBES					•							
ROGUESS'S ROBES					•							
RUSTY ARMOUR	•					•	•	•				•
SACRED ARMOUR	•				•	•	•	•	•			•
SACROSANCT ARMOUR	•				•	•	•	•	•			•
SAGE'S ROBE											•	
SAINTLY ROBE		•										
SANTA SUIT	•	•	•	•	•	•	•	•	•	•	•	•
SANTA'S LITTLE HELPER SUIT	•	•	•	•	•	•	•	•	•	•	•	•
SCALE ARMOUR	•	•			•	•	•	•	•	•	•	•
SELLMA'S FROCK	•	•	•	•	•	•	•	•	•	•	•	•
SERAPH'S ROBE		•	•			•					•	•
SHIMMERING DRESS	•	•	•	•	•	•	•	•	•	•	•	•
SHIPMATE'S SHIRT	•	•	•	•	•	•	•	•	•	•	•	•
SILK BUSTIER	•	•	•	•	•	•	•	•	•	•	•	•
SILK ROBE	•	•	•	•	•	•	•	•	•	•	•	•
SILVER CUIRASS	•	•			•	•	•	•	•	•	•	•
SILVER MAIL	•					•	•	•	•			•

TORSO (CONTINUED)

	WAR	PRI	MAG	MAR	THF	MIN	GLA	PAL	ARM	RAN	SAG	LUM
SIZZLING BIKINI TOP	●	●	●	●	●	●	●	●	●	●	●	●
SKELETON SUIT	●	●	●	●	●	●	●	●	●	●	●	●
SMART SUIT	●	●	●	●	●	●	●	●	●	●	●	●
SOMNIA CLOTHES	●	●	●	●	●	●	●	●	●	●	●	●
SPANGLED DRESS	●	●	●	●	●	●	●	●	●	●	●	●
SPIKED ARMOUR	●					●	●	●				●
STAR'S SUIT												●
STELLAR SUIT	●	●	●	●	●	●	●	●	●	●	●	●
STRATOTOGA		●		●	●	●				●	●	●
STRONGSAM				●								
SUMMER DRESS	●	●	●	●	●	●	●	●	●	●	●	●
SUPERSTAR'S SUIT												●
SURPLICE		●										
SWINEDIMPLES BLAZER	●	●	●	●	●	●	●	●	●	●	●	●
TACTICAL VEST							●					
TECHNICOLOUR TUTU												●
TEMPLAR'S TOGS	●	●	●	●	●	●	●	●	●	●	●	●
TINT-TASTIC TUTU												●
TORNEKO'S CLOTHES	●	●	●	●	●	●	●	●	●	●	●	●
TORTOISE SHELL	●	●		●	●	●	●	●	●	●		●
TORTOISESHELL ARMOUR	●	●		●	●	●	●	●	●	●		●
TRACKSUIT TOP				●	●							
TRAINING TOP				●	●							
TRODAIN TOGS	●	●	●	●	●	●	●	●	●	●	●	●
TRODE'S ROBES	●	●	●	●	●	●	●	●	●	●	●	●
TROPOTOGA		●		●	●	●				●	●	●
TUSSLER'S TOP				●								
TWINKLING TUXEDO	●	●	●	●	●	●	●	●	●	●	●	●
VELVET CAPE		●	●		●	●			●		●	●
VETERAN'S ARMOUR	●											
VICTORIOUS ARMOUR	●					●	●	●	●			●
WARRIOR'S ARMOUR	●											
WAYFARER'S CLOTHES	●	●	●	●	●	●	●	●	●	●	●	●
WEDDING DRESS	●	●	●	●	●	●	●	●	●	●	●	●
WHITE T-SHIRT	●	●	●	●	●	●	●	●	●	●	●	●
WHITE TUXEDO	●	●	●	●	●	●	●	●	●	●	●	●
WITCH'S ROBE			●									
WIZARD'S ROBE			●									
XENLON ROBE		●	●	●		●			●	●	●	●
YANGUS'S BILLY	●	●	●	●	●	●	●	●	●	●	●	●
ZENITHIAN CLOTHES	●	●	●	●	●	●	●	●	●	●	●	●
ZENITHIAN LEOTARD	●	●	●	●	●	●	●	●	●	●	●	●

ARMS

	WAR	PRI	MAG	MAR	THF	MIN	GLA	PAL	ARM	RAN	SAG	LUM
ALEFGARD GLOVES	●	●	●	●	●	●	●	●	●	●	●	●
ALENA'S GLOVES	●	●	●	●	●	●	●	●	●	●	●	●
ALIAHAN GLOVES	●	●	●	●	●	●	●	●	●	●	●	●
ANGELO'S GLOVES	●	●	●	●	●	●	●	●	●	●	●	●
APPRENTICE'S GLOVES		●	●	●	●	●			●	●	●	●
ARCHER'S ARMGUARD										●		
ASHLYNN'S GLOVES	●	●	●	●	●	●	●	●	●	●	●	●
BATTLER'S BRACERS	●	●		●	●	●	●	●	●	●	●	●
BIANCA'S BRACELETS	●	●	●	●	●	●	●	●	●	●	●	●
BLESSED BINDINGS											●	
BLINDIN' BRACERS	●	●	●	●	●	●	●	●	●	●	●	●
BRUISER'S BRACERS				●								
CANNOCK GLOVES	●	●	●	●	●	●	●	●	●	●	●	●
CARVER'S BRACERS	●	●	●	●	●	●	●	●	●	●	●	●
COTTON GLOVES	●	●	●	●	●	●	●	●	●	●	●	●
CRIMSON GAUNTLETS		●	●	●	●	●				●	●	●
DIANA GAUNTLETS	●					●	●	●	●			●
DRAGON WARRIOR GLOVES	●	●	●	●	●	●	●	●	●	●	●	●
EINHÄNDER	●	●	●	●	●	●	●	●	●	●	●	●
ENCHANTED GLOVES	●	●			●	●	●	●	●		●	●
ENCHANTRESS'S GLOVES			●									
ERDRICK'S GAUNTLETS	●					●	●	●	●			●
ETHEREAL GLOVES	●	●			●	●	●	●	●		●	●
FEMISCYRAN FINGERWEAR	●											
FINGERLESS GAUNTLETS					●							
FINGERLESS GLOVES				●								
GIGASTEEL GAUNTLETS	●				●	●	●	●	●			●
GLOMMER'S GLOVES					●							
GLOOMY GLOVES	●	●	●	●	●	●	●	●	●	●	●	●
GODLY GLOVES		●	●	●	●	●			●	●	●	●
GORGEOUS GLOVES									●			
GOTHAN WRISTBANDS	●	●	●	●	●	●	●	●	●	●	●	●
GRANDISSIMO GLOVES	●	●	●	●	●	●	●	●	●	●	●	●
GRANDMASTER'S GLOVES		●	●	●	●	●			●	●	●	●
GURU'S GLOVES											●	
HEAVY GAUNTLETS	●					●	●	●				●
HEAVY HANDWEAR	●	●		●	●	●	●	●	●	●		●
IRON GAUNTLETS	●				●	●	●	●	●			●
KIEFER'S GLOVES	●	●	●	●	●	●	●	●	●	●	●	●
LEATHER GAUNTLETS	●	●	●	●	●	●	●	●	●	●	●	●
LEATHER GLOVES	●	●	●	●	●	●	●	●	●	●	●	●
LIGHT GAUNTLETS	●					●	●	●				●
LINEN GLOVES	●	●	●	●	●	●	●	●	●	●	●	●
LIQUID METAL SLIME GLOVES	●					●	●	●	●			●
LOCKPICKER'S MITTS					●							
MAGIC MITTENS	●	●			●	●	●	●	●		●	●
MARQUESS'S MITTENS		●	●		●	●			●	●	●	●

ARMS (CONTINUED)

	WAR	PRI	MAG	MAR	THF	MIN	GLA	PAL	ARM	RAN	SAG	LUM
MASTER'S GLOVES		●	●	●	●	●			●	●	●	●
MATADOR'S GLOVES	●			●	●	●	●	●	●	●		●
MAYA'S BRACELETS	●	●	●	●	●	●	●	●	●	●	●	●
MAYORESS'S MITTENS		●	●		●	●			●	●	●	●
MCRYAN'S MITTENS	●	●	●	●	●	●	●	●	●	●	●	●
MEENA'S BRACELETS	●	●	●	●	●	●	●	●	●	●	●	●
MENTAL MITTENS									●			
METAL KING SLIME GLOVES	●					●	●	●	●			●
METAL SLIME GAUNTLETS	●					●	●	●	●			●
METALLIC MITTS							●					
MIDENHALL GLOVES	●	●	●	●	●	●	●	●	●	●	●	●
MILLY'S BRACERS	●	●	●	●	●	●	●	●	●	●	●	●
MINISTER'S MITTENS		●										
MONARCH'S MITTENS		●	●		●	●			●	●	●	●
MURKY MITTENS	●	●	●	●	●	●	●	●	●	●	●	●
NERA'S BRACELETS	●	●	●	●	●	●	●	●	●	●	●	●
RIOTOUS WRISTBANDS				●								
RUBBER GLOVES	●	●	●	●	●	●	●	●	●	●	●	●
RUSTY GAUNTLETS	●					●	●	●	●			●
SILVER BRACELETS	●	●	●	●	●	●	●	●	●	●	●	●
SOL INVICTUS GAUNTLETS	●					●	●	●	●			●
SOMNIA GLOVES	●	●	●	●	●	●	●	●	●	●	●	●
STEEL GAUNTLETS	●				●	●	●	●	●			●
STURDY GAUNTLETS	●					●	●	●				●
TEMPESTES GAUNTLETS	●					●	●	●	●			●
ULTRAMARINE MITTENS	●	●	●	●	●	●	●	●	●	●	●	●
VESTA GAUNTLETS	●					●	●	●	●			●
VETERAN'S GLOVES	●											
WARRIOR'S GLOVES	●											
WAYFARER'S GLOVES	●	●	●	●	●	●	●	●	●	●	●	●
ZENITHIAN GAUNTLETS	●	●	●	●	●	●	●	●	●	●	●	●

LEGS

	WAR	PRI	MAG	MAR	THF	MIN	GLA	PAL	ARM	RAN	SAG	LUM
ALEFGARD TROUSERS	●	●	●	●	●	●	●	●	●	●	●	●
ALENA'S TIGHTS	●	●	●	●	●	●	●	●	●	●	●	●
ALIAHAN TROUSERS	●	●	●	●	●	●	●	●	●	●	●	●
AQUILA'S TROUSERS	●	●	●	●	●	●	●	●	●	●	●	●
BATTLE BRITCHES							●					
BLACK KNICKERS	●	●	●	●	●	●	●	●	●	●	●	●
BLESSED BOTTOMS			●									
BLUE JEANS	●	●	●	●	●	●	●	●	●	●	●	●
BLUE KNICKERS	●	●	●	●	●	●	●	●	●	●	●	●
BLUE SKIRT	●	●	●	●	●	●	●	●	●	●	●	●
BOOMER BRIEFS	●	●	●	●	●	●	●	●	●	●	●	●

LEGS (CONTINUED)

	WAR	PRI	MAG	MAR	THF	MIN	CLA	PAL	ARM	RAN	SAG	LUM
BOXER SHORTS	●	●	●	●	●	●	●	●	●	●	●	●
CANNOCK TROUSERS	●	●	●	●	●	●	●	●	●	●	●	●
CARVER'S SHORTS	●	●	●	●	●	●	●	●	●	●	●	●
CELESTIAL STOCKINGS	●	●	●	●	●	●	●	●	●	●	●	●
CHAINMAIL SOCKS								●				
COMBAT TROUSERS				●								
COR BLIMEY TROUSERS	●	●	●	●	●	●	●	●	●	●	●	●
COTTON TROUSERS	●	●	●	●	●	●	●	●	●	●	●	●
DANGEROUS MIDRIFF WRAP	●	●	●	●	●	●	●	●	●	●	●	●
DENIM SKIRT	●	●	●	●	●	●	●	●	●	●	●	●
DRAGON TROUSERS				●								
DRAGON WARRIOR TROUSERS	●	●	●	●	●	●	●	●	●	●	●	●
ESTARD TROUSERS	●	●	●	●	●	●	●	●	●	●	●	●
ETERNITY TROUSERS	●	●	●	●	●	●	●	●	●	●	●	●
FANCY PANTS						●						
FEMISCYRAN BOTTOMS	●											
FISHNET STOCKINGS	●	●	●	●	●	●	●	●	●	●	●	●
FLEURETTE'S CHAUSSETTES	●	●	●	●	●	●	●	●	●	●	●	●
GIGASTEEL KNEECAPS	●	●			●	●	●	●	●			●
GREEN TIGHTS	●	●	●	●	●	●	●	●	●	●	●	●
HOT BIKINI BOTTOMS	●	●	●	●	●	●	●	●	●	●	●	●
IMMORTAL TROUSERS	●	●	●	●	●	●	●	●	●	●	●	●
IMPREGNABLE LEGGINGS	●	●	●	●	●	●	●	●	●	●	●	●
INFINITY TROUSERS	●	●	●	●	●	●	●	●	●	●	●	●
INVINCIBLE TROUSERS	●	●	●	●	●	●	●	●	●	●	●	●
IRON KNEECAPS	●	●			●	●	●	●	●			●
KIEFER'S TROUSERS	●	●	●	●	●	●	●	●	●	●	●	●
KILTLET	●	●	●	●	●	●	●	●	●	●	●	●
KIRYL'S TROUSERS	●	●	●	●	●	●	●	●	●	●	●	●
LEATHER KILT	●	●	●	●	●	●	●	●	●	●	●	●
LOUD TROUSERS						●						
MAGICAL SKIRT	●	●	●	●	●	●	●	●	●	●	●	●
MAYA'S BOTTOMS	●	●	●	●	●	●	●	●	●	●	●	●
MIDENHALL TROUSERS	●	●	●	●	●	●	●	●	●	●	●	●
MILLY'S PANTS	●	●	●	●	●	●	●	●	●	●	●	●
NICKER'S KNICKERS					●							
PASSION TIGHTS	●	●	●	●	●	●	●	●	●	●	●	●
PIRATE PANTALOONS	●	●	●	●	●	●	●	●	●	●	●	●
POP SOCKS	●	●	●	●	●	●	●	●	●	●	●	●
RED SKIRT	●	●	●	●	●	●	●	●	●	●	●	●
RED TIGHTS	●	●	●	●	●	●	●	●	●	●	●	●
SANTA'S SLACKS	●	●	●	●	●	●	●	●	●	●	●	●
SEABREEZE SKIRT	●	●	●	●	●	●	●	●	●	●	●	●
SIZZLING BIKINI BOTTOMS	●	●	●	●	●	●	●	●	●	●	●	●
SKELETAL SLACKS	●	●	●	●	●	●	●	●	●	●	●	●
SLICK SLACKS				●								
SNAZZY SKIRT	●	●	●	●	●	●	●	●	●	●	●	●
SOMNIA SHORTS	●	●	●	●	●	●	●	●	●	●	●	●

LEGS (CONTINUED)

	WAR	PRI	MAG	MAR	THF	MIN	GLA	PAL	ARM	RAN	SAG	LUM
SORCERER'S SLACKS			●									
SPRINGTIME SKIRT	●	●	●	●	●	●	●	●	●	●	●	●
STEEL KNEECAPS	●	●			●	●	●	●	●			●
STELLAR STOCKINGS	●	●	●	●	●	●	●	●	●	●	●	●
STEPPE STEPPERS										●		
STURDY SLACKS	●	●	●	●	●	●	●	●	●	●	●	●
SWINEDIMPLES SKIRT	●	●	●	●	●	●	●	●	●	●	●	●
SWINEDIMPLES SLACKS	●	●	●	●	●	●	●	●	●	●	●	●
SWORDSMAN'S SLACKS									●			
TANTRIC TROUSERS											●	
TEMPLAR'S TROUSERS	●	●	●	●	●	●	●	●	●	●	●	●
TORNEKO'S TROUSERS	●	●	●	●	●	●	●	●	●	●	●	●
TOUGHIE TROUSERS	●	●	●	●	●	●	●	●	●	●	●	●
TRACKY BOTTOMS				●	●							
TRAINING TROUSERS	●	●	●	●	●	●	●	●	●	●	●	●
TRANSPARENT TIGHTS	●	●	●	●	●	●	●	●	●	●	●	●
TRINITY TIGHTS		●										
TRODAIN TROUSERS	●	●	●	●	●	●	●	●	●	●	●	●
TUSSLER'S TROUSERS				●								
WARRIOR'S TROUSERS	●											
WHITE TIGHTS	●	●	●	●	●	●	●	●	●	●	●	●
WHITE TUXEDO TROUSERS	●	●	●	●	●	●	●	●	●	●	●	●
WIZARD'S TROUSERS			●									
WONDER PANTS	●	●	●	●	●	●	●	●	●	●	●	●
ZENITHIAN LEGGINGS	●	●	●	●	●	●	●	●	●	●	●	●
ZENITHIAN TROUSERS	●	●	●	●	●	●	●	●	●	●	●	●

FEET

	WAR	PRI	MAG	MAR	THF	MIN	GLA	PAL	ARM	RAN	SAG	LUM
ACROBOOTS						●						
AGILIBOOTS										●		
ALEFGARD BOOTS	●	●	●	●	●	●	●	●	●	●	●	●
ALIAHAN BOOTS	●	●	●	●	●	●	●	●	●	●	●	●
AQUILA'S BOOTS	●	●	●	●	●	●	●	●	●	●	●	●
ASHLYNN'S SHOES	●	●	●	●	●	●	●	●	●	●	●	●
BANDIT BOOTS					●							
BARDIC BOOTS												●
BASILIC BOOTS	●					●	●	●	●			●
BIANCA'S BOOTS	●	●	●	●	●	●	●	●	●	●	●	●
BLAHNOLO MANIKS	●	●	●	●	●	●	●	●	●	●	●	●
BLESSED BOOTS		●										
BOOTS OF BEAUTITUDE	●					●	●	●	●			●
BORYA'S BOOTS	●	●	●	●	●	●	●	●	●	●	●	●
BOVVER BOOTS	●	●	●	●	●	●	●	●	●	●	●	●
BRAHMAN BOOTS											●	
CANNOCK BOOTS	●	●	●	●	●	●	●	●	●	●	●	●

FEET (CONTINUED)

	WAR	PRI	MAG	MAR	THF	MIN	GLA	PAL	ARM	RAN	SAG	LUM
CARVER'S SHOES	●	●	●	●	●	●	●	●	●	●	●	●
CASANOVA CLOGS	●	●	●	●	●	●	●	●	●	●	●	●
CELESTIAL SHOES	●	●	●	●	●	●	●	●	●	●	●	●
CHIC CHAUSSURES	●	●	●	●	●	●	●	●	●	●	●	●
CLASSY CLOGS	●	●	●	●	●	●	●	●	●	●	●	●
CLEVER CLOGS											●	
CLOGS	●	●	●	●	●	●	●	●	●	●	●	●
COMBAT BOOTS				●								
COWBOY BOOTS									●			
CRIMSON BOOTS												●
DEPRESSING SHOES	●	●	●	●	●	●	●	●	●	●	●	●
DRAGON WARRIOR BOOTS	●	●	●	●	●	●	●	●	●	●	●	●
ELEVATING SHOES	●	●	●	●	●	●	●	●	●	●	●	●
EMPEROR'S BOOTS	●					●	●	●	●			●
ERINN'S BOOTS	●	●	●	●	●	●	●	●	●	●	●	●
ESTARD SHOES	●	●	●	●	●	●	●	●	●	●	●	●
FEMISCYRAN FOOTWEAR	●											
FRUGAL FOOTWEAR		●										
GALVANISED GETA	●	●		●	●	●	●	●	●	●	●	●
GIGASTEEL SABATONS	●	●			●	●	●	●	●			●
GOTHAN GUMBOOTS	●	●	●	●	●	●	●	●	●	●	●	●
HERO'S BOOTS	●					●	●	●	●			●
HIGH HEELS	●	●	●	●	●	●	●	●	●	●	●	●
HIGH-CLASS HEELS	●	●	●	●	●	●	●	●	●	●	●	●
HIGHLAND BOOTS	●	●	●	●	●	●	●	●	●	●	●	●
HIGHNESS HEELS	●	●	●	●	●	●	●	●	●	●	●	●
HIKING BOOTS										●		
HIP BOOTS									●			
HOBNAIL BOOTS	●	●	●	●	●	●	●	●	●	●	●	●
IRON SABATONS	●	●			●	●	●	●	●			●
KIEFER'S SHOES	●	●	●	●	●	●	●	●	●	●	●	●
KIRYL'S BOOTS	●	●	●	●	●	●	●	●	●	●	●	●
KUNG FU SHOES				●								
LEATHER BOOTS	●	●	●	●	●	●	●	●	●	●	●	●
LEATHER SHOES	●	●	●	●	●	●	●	●	●	●	●	●
LIQUID METAL SLIME BOOTS	●					●	●	●	●			●
MARIBEL'S SHOES	●	●	●	●	●	●	●	●	●	●	●	●
METAL KING SLIME BOOTS	●					●	●	●	●			●
METAL SLIME SOLLERETS	●					●	●	●	●			●
MIDENHALL BOOTS	●	●	●	●	●	●	●	●	●	●	●	●
MILLY'S SHOES	●	●	●	●	●	●	●	●	●	●	●	●
MOONBROOKE SHOES	●	●	●	●	●	●	●	●	●	●	●	●
NERA'S BOOTS	●	●	●	●	●	●	●	●	●	●	●	●
PATTY'S PUMPS	●	●	●	●	●	●	●	●	●	●	●	●
PAYBACK PUMPS							●					
PIXIE BOOTS	●	●	●	●	●	●	●	●	●	●	●	●
POSH PUMPS	●	●	●	●	●	●	●	●	●	●	●	●
SAFER SHOES	●					●	●	●				●

FEET (CONTINUED)

	WAR	PRI	MAG	MAR	THF	MIN	GLA	PAL	ARM	RAN	SAG	LUM
SAFEST SHOES	●					●	●	●				●
SAFETY SHOES	●					●	●	●				●
SAGACIOUS SANDALS		●	●	●	●	●			●	●	●	●
SAINTLY SOLLERETS								●				
SAMHITA SANDALS	●	●	●	●	●	●	●	●	●	●	●	●
SANDALS	●	●	●	●	●	●	●	●	●	●	●	●
SAPIENT SANDALS		●	●	●	●	●			●	●	●	●
SATTRIYA SANDALS	●	●	●	●	●	●	●	●	●	●	●	●
SENSIBLE SANDALS		●	●	●	●	●			●	●	●	●
SENTIENT SANDALS		●	●	●	●	●			●	●	●	●
SHAMAN SHOES											●	
SHEEPSKIN SHOES		●										
SHE-FU SHOES				●		●						●
SHE-MAGE SHOES			●									
SIREN SANDALS			●									
SNEAKERS					●							
SOMNIA BOOTS	●	●	●	●	●	●	●	●	●	●	●	●
SORCERESS SANDALS			●									
SPELLSPADRILLES			●									
STARLET SANDALS						●						
STEEL SABATONS	●	●			●	●	●	●	●			●
STILETTO HEELS	●	●	●	●	●	●	●	●	●	●	●	●
TEMPLAR BOOTS	●	●	●	●	●	●	●	●	●	●	●	●
THUG BOOTS	●	●	●	●	●	●	●	●	●	●	●	●
TORNEKO'S SANDALS	●	●	●	●	●	●	●	●	●	●	●	●
TRICKSIE BOOTS	●	●	●	●	●	●	●	●	●	●	●	●
TRODAINERS	●	●	●	●	●	●	●	●	●	●	●	●
TRODE'S TREADS	●	●	●	●	●	●	●	●	●	●	●	●
VALENKI	●	●	●	●	●	●	●	●	●	●	●	●
VETERAN'S BOOTS	●											
WARRIOR'S BOOTS	●											
WELLINGTON BOOTS	●	●	●	●	●	●	●	●	●	●	●	●
WHITE WING-TIPS	●	●	●	●	●	●	●	●	●	●	●	●
WIZARD WELLIES			●									
WU SHOES				●								
ZENITHIAN BOOTS	●	●	●	●	●	●	●	●	●	●	●	●

ACCESSORIES

	WAR	PRI	MAG	MAR	THF	MIN	GLA	PAL	ARM	RAN	SAG	LUM
AGILITY RING	●	●	●	●	●	●	●	●	●	●	●	●
BOW TIE	●	●	●	●	●	●	●	●	●	●	●	●
BRAINY BRACER	●	●	●	●	●	●	●	●	●	●	●	●
BUNNY TAIL	●	●	●	●	●	●	●	●	●	●	●	●
CATHOLICON RING	●	●	●	●	●	●	●	●	●	●	●	●
COMBAT ACTION MEDAL	●	●	●	●	●	●	●	●	●	●	●	●
CONTRA BAND	●	●	●	●	●	●	●	●	●	●	●	●

ACCESSORIES (CONTINUED)

	WAR	PRI	MAG	MAR	THF	MIN	GLA	PAL	ARM	RAN	SAG	LUM
CRITICAL ACCLAIM	●	●	●	●	●	●	●	●	●	●	●	●
DRAGON SCALE	●	●	●	●	●	●	●	●	●	●	●	●
ELFIN CHARM	●	●	●	●	●	●	●	●	●	●	●	●
FULL MOON RING	●	●	●	●	●	●	●	●	●	●	●	●
GODDESS RING	●	●	●	●	●	●	●	●	●	●	●	●
GOLD BRACER	●	●	●	●	●	●	●	●	●	●	●	●
GOLD RING	●	●	●	●	●	●	●	●	●	●	●	●
GOLD ROSARY	●	●	●	●	●	●	●	●	●	●	●	●
HOLY TALISMAN	●	●	●	●	●	●	●	●	●	●	●	●
HONOUR AMONG THIEVES	●	●	●	●	●	●	●	●	●	●	●	●
LEGION OF MERIT	●	●	●	●	●	●	●	●	●	●	●	●
LIFE BRACER	●	●	●	●	●	●	●	●	●	●	●	●
LIFE RING	●	●	●	●	●	●	●	●	●	●	●	●
LIFESAVING MEDAL	●	●	●	●	●	●	●	●	●	●	●	●
LUCKY PENDANT	●	●	●	●	●	●	●	●	●	●	●	●
MAGER ACHIEVEMENT	●	●	●	●	●	●	●	●	●	●	●	●
MEDAL OF FREEDOM	●	●	●	●	●	●	●	●	●	●	●	●
MERCURY PRIZE	●	●	●	●	●	●	●	●	●	●	●	●
METEORITE BRACER	●	●	●	●	●	●	●	●	●	●	●	●
MIGHTY ARMLET	●	●	●	●	●	●	●	●	●	●	●	●
MONARCHIC MARK	●	●	●	●	●	●	●	●	●	●	●	●
NOSCAR	●	●	●	●	●	●	●	●	●	●	●	●
ORDER OF CHIVALRY	●	●	●	●	●	●	●	●	●	●	●	●
PINK PEARL	●	●	●	●	●	●	●	●	●	●	●	●
PRAYER RING	●	●	●	●	●	●	●	●	●	●	●	●
RAGING RUBY	●	●	●	●	●	●	●	●	●	●	●	●
RECKLESS NECKLACE	●	●	●	●	●	●	●	●	●	●	●	●
RING OF CLARITY	●	●	●	●	●	●	●	●	●	●	●	●
ROSARY	●	●	●	●	●	●	●	●	●	●	●	●
ROUSING RING	●	●	●	●	●	●	●	●	●	●	●	●
RUBY OF PROTECTION	●	●	●	●	●	●	●	●	●	●	●	●
SKULL RING	●	●	●	●	●	●	●	●	●	●	●	●
SLIME EARRINGS	●	●	●	●	●	●	●	●	●	●	●	●
SOBER RING	●	●	●	●	●	●	●	●	●	●	●	●
SOLDIER'S MEDAL	●	●	●	●	●	●	●	●	●	●	●	●
SORCERER'S RING	●	●	●	●	●	●	●	●	●	●	●	●
SORCERER'S STONE	●	●	●	●	●	●	●	●	●	●	●	●
SPIRIT BRACER	●	●	●	●	●	●	●	●	●	●	●	●
STRENGTH RING	●	●	●	●	●	●	●	●	●	●	●	●
TERRIBLE TATTOO	●	●	●	●	●	●	●	●	●	●	●	●
TOUGH GUY TATTOO	●	●	●	●	●	●	●	●	●	●	●	●
UTILITY BELT	●	●	●	●	●	●	●	●	●	●	●	●
VENUS' TEAR	●	●	●	●	●	●	●	●	●	●	●	●
WEAR-WITH-ALL AWARD	●	●	●	●	●	●	●	●	●	●	●	●
WEDDING RING	●	●	●	●	●	●	●	●	●	●	●	●

Everyday Items

Medicinal Items

These medicinal items are vital for any adventurer heading into battle. Never leave town without some in your pockets—just in case your healer runs out of MP. Use these between fights to conserve your MP.

MEDICINAL HERB

BUY 8 | SELL 4

RARITY ★★★★★

A helpful herb that restores around 30 HP to a single ally.

SPECIAL MEDICINE

BUY — | SELL 35

RARITY ★★★★★

A helpful herb that restores around 90 HP to a single ally.

SAGE'S STONE

BUY — | SELL 4000

RARITY ★★★★★

A rock that restores everyone's HP when used in battle.

STRONG MEDICINE

BUY 36 | SELL 18

RARITY ★★★★★

A helpful herb that restores around 40 HP to a single ally.

SUPERIOR MEDICINE

BUY 50 | SELL 25

RARITY ★★★★★

A helpful herb that restores around 60 HP to a single ally.

Antidotes

Antidotes become more and more important as you progress through the story. Losing your healer to paralysis can be a game ender without the appropriate antidotes in your possession. Later antidotes cure multiple ailments while simultaneously restoring some HP.

ANTIDOTAL HERB

BUY 10 | SELL 5

RARITY ★★★★★

A helpful herb that purges the scourge of poison from a single ally.

SOFTWORT

BUY 96 | SELL 47

RARITY ★★★★★

An antidote to paralysis for a single ally that also adds around 60 HP.

PANACEA

BUY — | SELL 87

RARITY ★★★★★

A remedy that removes poison and paralysis and restores around 90 HP.

STRONG ANTIDOTE

BUY 38 | SELL 19

RARITY ★★★★★

A herb that heals poison and restores around 40 HP to a single ally.

LUNARIA

BUY — | SELL 90

RARITY ★★★★★

An antidote to paralysis for a single ally that also adds around 90 HP.

PERFECT PANACEA

BUY — | SELL 245

RARITY ★★★★★

A remedy that removes all manner of ills and restores around 90 HP.

SPECIAL ANTIDOTE

BUY — | SELL 33

RARITY ★★★★★

A herb that heals poison and restores around 90 HP to a single ally.

ANGEL BELL

BUY 90 | SELL 45

RARITY ★★★★★

A cure for confusion that concentrates on a single ally.

WAKEROBIN

BUY 66 | SELL 33

RARITY ★★★★★

A powerful pick-me-up that can stir a single ally from sleep.

MOONWORT BULB

BUY 30 | SELL 15

RARITY ★★★★★

An antidote to paralysis that unfreezes an ally.

Resurrection and Full Restore

These items are few and far between, but very helpful when Zing isn't available.

YGGDRASIL LEAF

BUY — SELL 500

RARITY ★★☆☆☆

Rare foliage that can resurrect a single written-off ally.

YGGDRASIL DEW

BUY — SELL 1250

RARITY ★★☆☆☆

Divine drops that bring the whole party back to full health.

Restore MP

Some trips through the field can be taxing on your casters, making their MP start to run low. These three items restore their MP and give them a much needed boost.

MAGIC WATER

BUY 500 SELL 250

RARITY ★★★★★

An enchanted elixir that restores around 30 MP to a single ally.

SAGE'S ELIXIR

BUY — SELL 750

RARITY ★☆☆☆☆

An enchanted elixir that restores around 90 MP to a single ally.

ELFIN ELIXIR

BUY — SELL 1500

RARITY ★★☆☆☆

An enchanted elixir that totally tops up a single ally's MP.

Easier Travel

Holy water allows your party to wander around without being bothered by monsters. Chimaera wing teleports the party to places you have been before, much like the Zoom spell.

HOLY WATER

BUY — SELL 87

RARITY ★★★★★

A righteous repellent that keeps weaker monsters away.

STERLING'S WHISTLE

BUY — SELL 750

RARITY ★☆☆☆☆

A puff on this brings the Starlight Express steaming to your aid.

CHIMAERA WING

BUY — SELL 245

RARITY ★★★★★

A tool that can teleport people to places they've been before.

EVAC-U-BELL

BUY 66 SELL 33

RARITY ★★★★★

Allows the ringer to instantly escape from a tower, cave, or dungeon.

Battle Items

Some items can take an enemy out of the fight—similar to some spells. These can be useful in a pinch. Throw a few into your pockets just in case.

MYSTIFYING MIXTURE

BUY — SELL 280
RARITY ★☆☆☆☆

A potion that sends a single enemy into a state of confusion.

TANGLEWEB

BUY 36 SELL 17
RARITY ★☆☆☆☆

A cloying cobweb that slows the enemy to a snail's pace.

PARTY POPPER

BUY — SELL 150
RARITY ★☆☆☆☆

A cracker that frightens foes with a fearsome bang.

COAGULANT

BUY 90 SELL 45
RARITY ★☆☆☆☆

Poisonous powder that puts a single enemy into a state of paralysis.

SLEEPING HIBISCUS

BUY 68 SELL 34
RARITY ★☆☆☆☆

A serious sedative that sends a single group of enemies to sleep.

ROCKBOMB SHARD

BUY — SELL 225
RARITY ★☆☆☆☆

An explosive bit of boulder that deals damage to all foes.

Other Items

FESTIVE FEAST

BUY — SELL 1250
RARITY ★☆☆☆☆

An assortment of appetising eats full of festive feeling.

POSH BISCUITS

BUY — SELL 1500
RARITY ★☆☆☆☆

A truly tempting bit of tucker from an avid admirer.

GLEEBAN GUINEA

BUY — SELL 500
RARITY ★☆☆☆☆

A coin with no practical use, which will fetch a pretty penny if sold.

BLOCK O' CHOC

BUY — SELL 250
RARITY ★☆☆☆☆

A succulent and sweet show of affection from a sweetheart.

CHRISTMAS CAKE

BUY — SELL 2400
RARITY ★☆☆☆☆

A succulent sweet prepared for the festive season.

GLEEBAN GOLD PIECE

BUY — SELL 1000
RARITY ★☆☆☆☆

A coin with no practical use, which will fetch a pretty penny if sold.

CHOICE CHOCOLATE

BUY — SELL 1500
RARITY ★☆☆☆☆

An especially sugary show of affection from a sweetheart.

WATCHER'S WINGS

BUY — SELL —
RARITY ★☆☆☆☆

Peculiar plumage with the power to send people back home.

MINI MEDAL

BUY — SELL —
RARITY ★☆☆☆☆

A mysterious medal that someone somewhere supposedly collects.

BIRTHDAY CAKE

BUY — SELL 1800
RARITY ★☆☆☆☆

A gateau that anyone would be glad to get on his or her birthday.

GLEEBAN GROAT

BUY — SELL 100
RARITY ★☆☆☆☆

A coin with no practical use, which will fetch a pretty penny if sold.

PRETTY BETSY

BUY — SELL 14
RARITY ★☆☆☆☆

A bewitching bloom that boosts a single ally's charm a bit.

BASIC BISCUITS

BUY — SELL 250
RARITY ★☆☆☆☆

A tasty tit-for-tat treat from an avid admirer.

Seeds

Use these seeds carefully to increase your party member's stats. They are gone once used, so distribute them to characters you employ frequently. These seeds increase maximum HP, maximum MP, strength, defence, agility, deftness, magical mending, and magical might. Seed of skill even gives your characters skill points.

SEED OF LIFE
BUY — SELL 20
RARITY ★☆☆☆☆
A seed that slightly supplements a single ally's maximum health.

SEED OF DEFTNESS
BUY — SELL 15
RARITY ★☆☆☆☆
A seed that steps up a single ally's deftness a dash.

SEED OF SORCERY
BUY — SELL 15
RARITY ★☆☆☆☆
A seed that steps up a single ally's magical might slightly.

SEED OF MAGIC
BUY — SELL 20
RARITY ★☆☆☆☆
A seed that slightly supplements a single ally's maximum MP.

SEED OF AGILITY
BUY — SELL 15
RARITY ★☆☆☆☆
A seed that slightly supplements a single ally's agility.

SEED OF THERAPEUSIS
BUY — SELL 15
RARITY ★☆☆☆☆
A seed that steps up a single ally's magical mending slightly.

SEED OF STRENGTH
BUY — SELL 15
RARITY ★☆☆☆☆
A seed that steps up a single ally's strength slightly.

SEED OF DEFENCE
BUY — SELL 15
RARITY ★☆☆☆☆
A seed that steps up a single ally's defensive skills slightly.

SEED OF SKILL
BUY — SELL 50
RARITY ★☆☆☆☆
A seed that slightly supplements a single ally's skill points.

Alchemy Items

These items are found as drops from various monsters. Use them in the Krak Pot to create better equipment for your party. Refer to this guide's recipes to see what you need.

IRON NAILS
BUY — SELL 20
RARITY ★☆☆☆☆
Nothing more than normal nails. Alchemise it!

GOLD BAR
BUY — SELL 5000
RARITY ★★★☆☆
A piece of pure gold that's heartwarmingly heavy. Alchemise it!

SAINT'S ASHES
BUY — SELL 800
RARITY ★★☆☆☆
Abrasive ash that cleans off curses. Alchemise it!

IRON ORE
BUY — SELL 120
RARITY ★☆☆☆☆
Rock containing an enormous amount of iron. Alchemise it!

ORICHALCUM
BUY — SELL 5000
RARITY ★★★☆☆
A highly prized mineral of magnificent hardness. Alchemise it!

ENCHANTED STONE
BUY — SELL 300
RARITY ★☆☆☆☆
A pebble possessed by a departed soul. Alchemise it!

PLATINUM ORE
BUY — SELL 1500
RARITY ★☆☆☆☆
Rock containing a high proportion of platinum. Alchemise it!

HEPHAESTUS' FLAME
BUY — SELL 265
RARITY ★☆☆☆☆
A fire so fantastically fierce it can melt metal. Alchemise it!

ETHEREAL STONE
BUY — SELL 600
RARITY ★★☆☆☆
A protective pebble possessed by a phantom spirit. Alchemise it!

MYTHRIL ORE
BUY — SELL 3000
RARITY ★☆☆☆☆
Rock containing a massive amount of mythril. Alchemise it!

COWPAT
BUY — SELL 2
RARITY ☆☆☆☆☆
Fragrant fallout from a farmyard favourite. Alchemise it!

WING OF BAT
BUY — SELL 16
RARITY ☆☆☆☆☆
The big black wing of a big black bat. Alchemise it!

DENSINIUM
BUY — SELL 1400
RARITY ★★☆☆☆
A lump of mysterious metal that's drastically dense. Alchemise it!

HORSE MANURE
BUY — SELL 1
RARITY ☆☆☆☆☆
An equine extra that exudes a pungent perfume. Alchemise it!

ASTRAL PLUME
BUY — SELL 210
RARITY ★☆☆☆☆
A feather from the white wings of a heavenly being. Alchemise it!

MAGIC BEAST HIDE

BUY — SELL 70

RARITY ★★★★★

Heavy hide taken from a brutal beast. Alchemise it!

MAGIC BEAST HORN

BUY — SELL 62

RARITY ★★★★★

A hard horn taken from a brutal beast. Alchemise it!

SLIMEDROP

BUY — SELL 14

RARITY ★★★★★

A gooey gumdrop shaped like a lovely little slime. Alchemise it!

BUTTERFLY WING

BUY — SELL 10

RARITY ★★★★★

The charming wing of a fluttering thing. Alchemise it!

KITTY LITTER

BUY — SELL 19

RARITY ★★★★★

A peculiar powder that purring pets apparently prefer. Alchemise it!

GLASS FRIT

BUY — SELL 28

RARITY ★★★★★

Gentle grit that's perfect for polishing. Alchemise it!

BELLE CAP

BUY — SELL 75

RARITY ★★★★★

A mysteriously marvellous-looking mushroom. Alchemise it!

FISTICUP

BUY — SELL 44

RARITY ★★★★★

A funny fungus in the form of a fist. Alchemise it!

LAVA LUMP

BUY — SELL 42

RARITY ★★★★★

A pyroclastic rock possessing the power of fire. Alchemise it!

FRESH WATER

BUY — SELL 40

RARITY ★★★★★

Wondrous water of perfect purity. Alchemise it!

FLURRY FEATHER

BUY — SELL 44

RARITY ★★★★★

A plume plucked from a great bird. Alchemise it!

ROYAL SOIL

BUY — SELL 41

RARITY ★★★★★

A mass of mud with magical characteristics. Alchemise it!

ICE CRYSTAL

BUY — SELL 45

RARITY ★★★★★

A captivating crystal with cryogenic powers. Alchemise it!

THUNDERBALL

BUY — SELL 43

RARITY ★★★★★

A chunk of rock charged with electrical energy. Alchemise it!

EVENCLOTH

BUY — SELL 47

RARITY ★★★★★

Coal-black cloth cloaked in impenetrable darkness. Alchemise it!

BRIGHTEN ROCK

BUY — SELL 48

RARITY ★★★★★

A sacred stone alive with the might of light. Alchemise it!

TORTOISESHELL

BUY — SELL 150

RARITY ★★★★★

A substance stripped from the shell of a tortoise. Alchemise it!

TOAD OIL

BUY — SELL 70

RARITY ★★★★★

The greasy excretion of an enormous amphibian. Alchemise it!

LAMBSWOOL

BUY 180 SELL 90

RARITY ★★★★★

A fluffy fleece of ovine origins. Alchemise it!

SNAKESKIN

BUY — SELL 49

RARITY ★★★★★

The sloughed-off skin of a slithering serpent. Alchemise it!

MANKY MUD

BUY — SELL 15

RARITY ★★★★★

Dangerous dirt that's totally toxic. Alchemise it!

CORUNDUM

BUY — SELL 300

RARITY ★★★★★

An unpolished precious stone with a rusty lustre. Alchemise it!

RESET STONE

BUY — SELL 340

RARITY ★★★★★

A retroactive rock that might undo the effects of alchemy. Alchemise it!

CELESTIAL SKEIN

BUY — SELL 224

RARITY ★★★★★

Mysterious string within which water flows. Alchemise it!

SAINTED SOMA

BUY — SELL 730

RARITY ★★★★★

Incredible liquid infused with an angelic essence. Alchemise it!

LUCIDA SHARD

BUY — SELL 900

RARITY ★★★★★

A fragment formed from some heavenly fallout. Alchemise it!

AGATE OF EVOLUTION

BUY — SELL 30000

RARITY ★★★★★

A special stone that encourages evolution. Alchemise it!

RESURROCK
BUY — SELL 225
RARITY ★★★★★
A stone said to hold the secret of restoring life. Alchemise it!

MIRRORSTONE
BUY — SELL 56
RARITY ★★★★★
A resplendent rock that reflects light like a mirror. Alchemise it!

SUNSTONE
BUY — SELL 353
RARITY ★★★★★
A radiant rock that sizzles with solar heat. Alchemise it!

FLINTSTONE
BUY — SELL 48
RARITY ★★★★★
A rock that's just right for setting off sparks. Alchemise it!

MALICITE
BUY — SELL 666
RARITY ★★★★★
A jinxed gem that calls cured curses back on its bearer. Alchemise it!

SLIPWEED
BUY — SELL 23
RARITY ★★★★★
A plant that's so slippery it's problematic to pick up. Alchemise it!

THINKINCENSE
BUY — SELL 22
RARITY ★★★★★
A peculiar plant with a soothing scent when burned. Alchemise it!

NARSPICIOUS
BUY — SELL 21
RARITY ★★★★★
A peculiar plant with an untrustworthy air. Alchemise it!

SEASHELL
BUY — SELL 34
RARITY ★★★★★
A cute, colourless keepsake from the coast. Alchemise it!

CRIMSON CORAL
BUY — SELL 36
RARITY ★★★★★
A stunning souvenir from the sea. Alchemise it!

EMERALD MOSS
BUY — SELL 40
RARITY ★★★★★
A vividly verdant piece of vegetation. Alchemise it!

FINESSENCE
BUY — SELL 850
RARITY ★★★★★
An extract composed of concentrated combat capabilities. Alchemise it!

AGGRESSENCE
BUY — SELL 750
RARITY ★★★★★
An extract composed of the vigorous verve for victory. Alchemise it!

NECTAR
BUY — SELL 18
RARITY ★★★★★
The sweet, fragrant essence of a flower in bloom. Alchemise it!

BIRDSONG NECTAR
BUY — SELL 210
RARITY ★★★★★
Queer concoction that confers a sweet singing voice. Alchemise it!

GRUBBY BANDAGE
BUY — SELL 35
RARITY ★★★★★
A soiled dressing much loved by mummies. Alchemise it!

TECHNICOLOUR DREAMCLOTH
BUY — SELL 650
RARITY ★★★★★
Colourful cloth that glows like a rainbow. Alchemise it!

CHRONOCRYSTAL
BUY 50000 SELL 25000
RARITY ★★★★★
A crystal formed over countless millennia. Alchemise it!

RED ORB
BUY — SELL 5000
RARITY ★★★★★
A ridiculously rare orb of richest red. Alchemise it!

BLUE ORB
BUY — SELL 5000
RARITY ★★★★★
A ridiculously rare orb of cornflower blue. Alchemise it!

YELLOW ORB
BUY — SELL 5000
RARITY ★★★★★
A ridiculously rare orb of buttercup yellow. Alchemise it!

GREEN ORB
BUY — SELL 5000
RARITY ★★★★★
A ridiculously rare orb of verdant green. Alchemise it!

PURPLE ORB
BUY — SELL 5000
RARITY ★★★★★
A ridiculously rare orb of deep purple. Alchemise it!

SILVER ORB
BUY — SELL 5000
RARITY ★★★★★
A ridiculously rare orb of sparkling silver. Alchemise it!

Manuals

Stick this into someone's pocket to give him/her a special ability or another battle boost. These manuals are skill specific, so be sure to use them on somebody with that skill.

"SWORDCRAFT IN SUMMARY"
BUY — SELL —
RARITY ★★★☆☆
Pop this in your pocket to gain use of the Gigagash ability.
Skill: Sword

"CLEAR SPEAR THEORY"
BUY — SELL —
RARITY ★★★☆☆
Pop this in your pocket to gain use of the Lightning Storm ability.
Skill: Spear

"KNIFING KNOW-HOW"
BUY — SELL —
RARITY ★★★☆☆
Pop this in your pocket to gain use of the Persecutter ability.
Skill: Knife

"WANDS AND BEYOND"
BUY — SELL —
RARITY ★★★☆☆
Pop this in your pocket to gain use of the Zing Stick ability.
Skill: Wand

"STAFF STUDIES"
BUY — SELL —
RARITY ★★★☆☆
Pop this in your pocket to gain use of the Counter Wait ability.
Skill: Staff

"WORKING WITH WHIPS"
BUY — SELL —
RARITY ★☆☆☆☆
Pop this in your pocket to gain use of the Serpent's Bite ability.
Skill: Whip

"THE CORE OF THE CLAW"
BUY — SELL —
RARITY ★★★☆☆
Pop this in your pocket to gain use of the Hand of God ability.
Skill: Claws

"FURTHER FANMANSHIP"
BUY — SELL —
RARITY ★★★☆☆
Pop this in your pocket to gain use of the Hustle Dance ability.
Skill: Fan

"ADVANCED AXECRAFT"
BUY — SELL —
RARITY ★★★☆☆
Pop this in your pocket to gain use of the Whopper Chop.
Skill: Axe

"HARDCORE HAMMERING"
BUY — SELL —
RARITY ★★★☆☆
Pop this in your pocket to gain use of the Big Banga ability.
Skill: Hammer

"ARCHERY FOR THE ADEPT"
BUY — SELL —
RARITY ★★★☆☆
Pop this in your pocket to gain use of the Shining Shot ability.
Skill: Bow

"THE BOOMERANG BIBLE"
BUY — SELL —
RARITY ★★★☆☆
Pop this in your pocket to gain use of the Gigathrow ability.
Skill: Boomerang

"FEARSOME FISTICUFFING"
BUY — SELL —
RARITY ★★★☆☆
Pop this in your pocket to gain use of the Miracle Moon ability.
Skill: Fisticuffs

"SECRETS OF THE SHIELD"
BUY — SELL —
RARITY ★★★☆☆
Pop this in your pocket to completely avoid critical hits.
Skill: Shield

"WARRIOR'S WORKBOOK"
BUY — SELL —
RARITY ★★★☆☆
Pop this in your pocket to perform off-the-cuff counterattacks.
Skill: Courage

"PRIEST'S PRIMER"
BUY — SELL —
RARITY ★★★☆☆
Pop this in your pocket to gain use of the Wave of Relief ability.
Skill: Faith

"MAGE'S MANUAL"
BUY — SELL —
RARITY ★★★☆☆
Pop this in your pocket to gain use of the Weakening Wave ability.
Skill: Spellcraft

"MARTIAL ARTIST'S MANUAL"
BUY — SELL —
RARITY ★★★☆☆
Pop this in your pocket to take Tension from battle to battle.
Skill: Focus

"THIEF'S THEORY"
BUY — SELL —
RARITY ★★★☆☆
Pop this in your pocket to steal stuff without lifting a finger.
Skill: Acquisitiveness

"MINSTREL'S MANUAL"
BUY — SELL —
RARITY ★★★☆☆
Pop this in your pocket to gain use of the Gritty Ditty ability.
Skill: Litheness

"GLADIATOR'S GUIDE"
BUY — SELL —
RARITY ★★★☆☆
Pop this in your pocket to perform two hits per turn sometimes.
Skill: Guts

"PALADIN'S PRIMER"
BUY — SELL —
RARITY ★★★☆☆
Pop this in your pocket to gain use of the Solar Flair ability.
Skill: Virtue

"ARMAMAMENTALIST'S ALBUM"
BUY — SELL —
RARITY ★★★☆☆
Pop this in your pocket to focus the Force for you and all your allies.
Skill: Force

"RANGER'S REVELATIONS"
BUY — SELL —
RARITY ★★★★☆
Pop this in your pocket to perform critical hits in times of crisis.
Skill: Ruggedness

"SAGE'S SCRIPTURE"
BUY — SELL —
RARITY ★★★☆☆
Pop this in your pocket to gain use of the Twocus Pocus ability.
Skill: Enlightenment

"LUMINARY'S LORE"
BUY — SELL —
RARITY ★★★☆☆
Pop this in your pocket to gain use of the Gold Rush ability.
Skill: Je Ne Sais Quoi

Important Items

These items play some part in *Dragon Quest IX's* story or Challenge Quests. As you get some of the keys, you can go back to already visited locations and open previously locked doors

FYGG

BUY — SELL —

RARITY ★☆☆☆☆

A golden fruit of the Great World Tree Yggdrasil.

INNY

BUY — SELL —

RARITY ★☆☆☆☆

An award given to innccredible inntertainers.

GUESTBOOK

BUY — SELL —

RARITY ★☆☆☆☆

A list of particulars about persons staying at Erinn's inn.

THIEF'S KEY

BUY — SELL —

RARITY ★☆☆☆☆

A key capable of opening ordinary treasure chests.

QUARANTOMB KEY

BUY — SELL —

RARITY ★☆☆☆☆

A queer key that opens the Quarantomb.

ENCYCLOPAEDIA GITTANICA

BUY — SELL —

RARITY ★☆☆☆☆

A meticulous treatise on the terrible Gittish Empire.

MAGIC KEY

BUY — SELL —

RARITY ★★☆☆☆

A key capable of opening locks protected by magic seals.

BODURA GRASS

BUY — SELL —

RARITY ★☆☆☆☆

A magical plant from Gerzuun that drives out demons.

ROYAL SEAL

BUY — SELL —

RARITY ★☆☆☆☆

A golden mark that only a monarch may make use of.

ULTIMATE KEY

BUY — SELL —

RARITY ★★★☆☆

A key capable of opening any lock you'd care to mention.

SERENE NECKLACE

BUY — SELL —

RARITY ★☆☆☆☆

The necklace Serena was so desperately searching for.

CHEER-ME-UP

BUY — SELL —

RARITY ★☆☆☆☆

A magical herb said to help those who are unhappy.

PLATINUM PICK

BUY — SELL —

RARITY ★★☆☆☆

A legendary tool allegedly able to crack any rock.

WYRMLIGHT BOW

BUY — SELL —

RARITY ★☆☆☆☆

An irradiant item that allegedly opens the way through the Wyrmward.

STAMP CARD

BUY — SELL —

RARITY ★☆☆☆☆

A card for collecting stamps from ex-inmates of the Gortress.

LITTLE KEY

BUY — SELL —

RARITY ★☆☆☆☆

An old key found at the bottom of a grotto.

DRUNKEN DRAGON

BUY — SELL —

RARITY ★☆☆☆☆

A bracing brew that Greygnarl likes to guzzle.

DRIVER'S LICENCE

BUY — SELL —

RARITY ★☆☆☆☆

A certificate to show competence in handling the Starlight Express.

ANGEL'S TEARS

BUY — SELL —

RARITY ★☆☆☆☆

Wondrous water from Angel Falls.

GITTISH SEAL

BUY — SELL —

RARITY ★☆☆☆☆

An emblem once proudly possessed by a lieutenant of the Empire.

YGGDRASIL BUD

BUY — SELL —

RARITY ★☆☆☆☆

Fresh foliage from the sacred tree on Pluvi Isle.

KEEPSAKE RING

BUY — SELL —

RARITY ★☆☆☆☆

A precious piece of jewellery lost by an old lady.

FRIENDANT

BUY — SELL —

RARITY ★☆☆☆☆

A memento of the firm friendship between Patty and Phoebe.

STELLAR MEDICINE

BUY — SELL —

RARITY ★☆☆☆☆

A Stella special that's supposed to stop any illness.

BENEVOLESSENCE

BUY — SELL —

RARITY ★☆☆☆☆

A crystallised mass of mortal gratitude.

NIGHTMARE NURSE

BUY — SELL —

RARITY ★☆☆☆☆

A possibly deadly potion that banishes bad dreams.

BRILLIANT BISCUITS

BUY — SELL —

RARITY ★☆☆☆☆

Cracking cookies that shine brilliantly, both in looks and taste.

CROWN JEWEL

BUY — SELL —
RARITY ★★★★★
A giant gem that gleams gloriously.

DRAGON'S TEAR

BUY — SELL —
RARITY ★★★★★
A peerless precious stone of profound blue.

NOD'S TEAR

BUY — SELL —
RARITY ★★★★★
A teardrop shed by noble Nodoph.

PRAYER PEARL

BUY — SELL —
RARITY ★★★★★
A dreamlike gem that helps the hopes of heavenly defenders.

TYCOON'S TROVE

BUY — SELL —
RARITY ★★★★★
Sizeable stash stolen by a monster.

LUNAR DIAMOND

BUY — SELL —
RARITY ★★★★★
A strange stone that stores the light of the moon.

HOCUS CHIMAERA FEATHER

BUY — SELL —
RARITY ★★★★★
Decorative down of the hocus chimaera that's loved by the ladies.

DUNEBERRY

BUY — SELL —
RARITY ★★★★★
A desert delicacy that works wonders with the skin.

BROKEN BLADE

BUY — SELL —
RARITY ★★★★★
A compact cutter used by Madame Couteau for creating fine cuisine.

BACKSCRATCHER

BUY — SELL —
RARITY ★★★★★
A stick with a bit of a bend that's excellent for easing itchy backs.

HAMMERFANG

BUY — SELL —
RARITY ★★★★★
A fearsome fang prised from a power hammer.

MIRROR OF REFLECTION

BUY — SELL —
RARITY ★★★★★
A meticulously made miniature hand-mirror.

MAX'S AXE

BUY — SELL —
RARITY ★★★★★
An axe that was carried off by the treevil it got stuck in.

TINNY TAIL FEATHER

BUY — SELL —
RARITY ★★★★★
The ridged rear plumage of a robo-robin.

FREEZING FEATHER

BUY — SELL —
RARITY ★★★★★
A polar plume that chucks out one heck of a chill.

WOBBLY JELLY

BUY — SELL —
RARITY ★★★★★
A gooey gunk that's tricky to take hold of.

BLOOMINGDALE BADGE

BUY — SELL —
RARITY ★★★★★
A mark o' Marco having travelled to Bloomingdale.

GLEEBA BADGE

BUY — SELL —
RARITY ★★★★★
A mark o' Marco having travelled to Gleeba.

ANGEL FALLS BADGE

BUY — SELL —
RARITY ★★★★★
A mark o' Marco having travelled to Angel Falls.

COFFINWELL BADGE

BUY — SELL —
RARITY ★★★★★
A mark o' Marco having travelled to Coffinwell.

SNOWBERIAN BADGE

BUY — SELL —
RARITY ★★★★★
A mark o' Marco having travelled to Snowberia.

MOLTEN MAGMA

BUY — SELL —
RARITY ★★★★★
A simmering lump of freshly foraged lava.

STAFF SCROLL

BUY — SELL —
RARITY ★★★★★
A secret scripture about the art of staffcraft.

CATWRIGHT'S PARCEL

BUY — SELL —
RARITY ★★★★★
A consignment from Catwright, the tip-top whipsmith.

"BONZER BOOMERANGING"

BUY — SELL —
RARITY ★★★★★
A high-level scroll about boomeranging.

"BETTER BOOMERANGING"

BUY — SELL —
RARITY ★★★★★
An intermediate scroll about boomeranging.

"BASIC BOOMERANGING"

BUY — SELL —
RARITY ★★★★★
A basic scroll about boomeranging.

TEENY SANGUINI SCARF

BUY — SELL —
RARITY ★★★★★
A knitted muffler that's made to measure for a teeny sanguini.

PINK SANGUINI SCARF

BUY — SELL —
RARITY ★★★★★
A knitted muffler that's made to measure for a pink sanguini.

GENIE SANGUINI SCARF

BUY — SELL —
RARITY ★★★★★
A knitted muffler that's made to measure for a genie sanguini.

PACKED LUNCH

BUY — SELL —
RARITY ★★★★★
A meal made with love and many, many mushrooms.

CRUMPLED NOTE

BUY — SELL —
RARITY ★★★★★
A wrinkled and rather grubby piece of paper.

GOODODENDRON

BUY — SELL —
RARITY ★★★★★
A fashionable flower that's highly sought-after by slimes.

CRUMPLED LETTER
BUY — SELL —
RARITY ★ ★ ★ ★ ★
A message meant for the boy Bryson from Porth Llaffan.

BEARDY WEIRDY
BUY — SELL —
RARITY ★ ★ ★ ★ ★
A large lizard with a beard more than a metre long.

TORN EXAM PAPER 1
BUY — SELL —
RARITY ★ ★ ★ ★ ★
An examination paper that reads, "...0%..."

TORN EXAM PAPER 2
BUY — SELL —
RARITY ★ ★ ★ ★ ★
An examination paper that reads, "...Lion..."

TORN EXAM PAPER 3
BUY — SELL —
RARITY ★ ★ ★ ★ ★
An examination paper that reads, "...el 10..."

DEAD MAN'S DAGGER
BUY — SELL —
RARITY ★ ★ ★ ★ ★
A blade that belonged to a battler who was beaten by a beast.

PACKAGE FROM MA
BUY — SELL —
RARITY ★ ★ ★ ★ ★
A care package from Walter's dear old Ma.

RAG DOLL
BUY — SELL —
RARITY ★ ★ ★ ★ ★
A little girl's doll beloved by Batkhaan.

MAGMALICE HANDPRINT
BUY — SELL —
RARITY ★ ★ ★ ★ ★
A piece of paper with a print of a magmalice's paw.

MEGA MOAI HEADPRINT
BUY — SELL —
RARITY ★ ★ ★ ★ ★
A piece of paper with a print of a mega moai's massive frame.

MEMENTO NECKLACE
BUY — SELL —
RARITY ★ ★ ★ ★ ★
A keepsake left behind by Anabella.

TITANIC TINCTURE
BUY — SELL —
RARITY ★ ★ ★ ★ ★
A mythical medicine that mends the maladies of giants.

LARRRST LETTER
BUY — SELL —
RARITY ★ ★ ★ ★ ★
A letter left behind by a pirate captain.

HEXITE
BUY — SELL —
RARITY ★ ★ ★ ★ ★
A mysterious mass that possesses the power of magic.

DRAKULORD'S TOOTH
BUY — SELL —
RARITY ★ ★ ★ ★ ★
An enormous gnasher dropped by a drakulord.

HEAVENLY HORSESHOE
BUY — SELL —
RARITY ★ ★ ★ ★ ★
A sure shoe for a horse's hoof.

GRATITE
BUY — SELL —
RARITY ★ ★ ★ ★ ★
A strange tone that makes miracles happen with heartfelt thanks.

PLUM STONE
BUY — SELL —
RARITY ★ ★ ★ ★ ★
The pit of a plum swallowed by a big sea beast.

CLUMP OF CLOUD
BUY — SELL —
RARITY ★ ★ ★ ★ ★
Fluffy stuff left behind by a cloudy foe.

RANKENED PHIAL
BUY — SELL —
RARITY ★ ★ ★ ★ ★
An itsy-bitsy bottle for collecting witch's wrath.

GRUNDIES
BUY — SELL —
RARITY ★ ★ ★ ★ ★
Phew! A pair of pants that exudes a powerful pont.

JEWELLERY BOX
BUY — SELL —
RARITY ★ ★ ★ ★ ★
A bijou box borne by birds of terrordise.

TERRORDISE TAIL FEATHER
BUY — SELL —
RARITY ★ ★ ★ ★ ★
A pretty piece of plumage from a bird of terrordise.

OLD RING
BUY — SELL —
RARITY ★ ★ ★ ★ ★
A rusty and moss-ridden ring.

"WISDOM OF THE ANCIENTS"
BUY — SELL —
RARITY ★ ★ ★ ★ ★
A nugget of knowledge from Barney's ancestors.

DIRTBAG
BUY — SELL —
RARITY ★ ★ ★ ★ ★
A bag from Jared for putting top-quality earth in.

BONE CHIMER
BUY — SELL —
RARITY ★ ★ ★ ★ ★
A bone that makes a melodic yet maudlin sound.

TURBO TOAD OIL
BUY — SELL —
RARITY ★ ★ ★ ★ ★
A golden lubricant left behind by expired exploads.

Alchemicon

Here are the possible recipes to be used once you get access to the Krak Pot along with where to find the recipe book that contains that recipe.

Weapons - Swords

NAME	INGREDIENT 1	INGREDIENT 2	INGREDIENT 3	WHERE FOUND
WARRIOR'S SWORD	Soldier's sword x 1	Raging Ruby x 1	Warrior's helm x 1	Mirage Mahal - L1
STEEL BROADSWORD	Iron broadsword x 1	Iron ore x 1	Lava lump x 1	Inn of Alltrades Abbey - B1
GIGASTEEL BROADSWORD	Steel broadsword x 1	Iron ore x 2	Hephaestus' flame X 1	The Plumbed Depths - B1
FIZZLE FOIL	Rapier x1	Narspicious x 3	Mythril ore x 1	Mirage Mahal - L1
AURORA BLADE	Cautery sword x 1	Brighten rock x 3	Holy water x 1	Swinedimples Academy -L1 classroom
PLATINUM SWORD	Iron broadsword x 1	Platinum ore x 1	Hephaestus' flame X 1	Armour shop in Bloomingdale
DRAGON SLAYER	Dragonsbane x 1	Mighty armlet x 1	—	Mayor's house in Upover
UBER FALCON BLADE	Falcon blade x 1	Meteorite bracer x 1	—	Northwest house in Upover
UBER MIRACLE SWORD	Miricle sword x 1	Life bracer x 2	—	Northwest house in Upover
FIRE BLADE	Valkyrie sword x 1	Lava lump x 3	Rockbomb shard x 1	Inn roof under Mayor's House, access with magic key
INFERNO BLADE	Fire blade x 1	Sunstone x 1	Rockbomb shard x 3	Inn roof under Mayor's House, access with magic key
LIQUID METAL SWORD	Metal slime sword x 1	Orichalcum x 1	Slimedrop x 6	Complete challenge quest 144
METAL KING SWORD	Liquid metal sword x 1	Orichalcum x 1	Slime crown x 1	—
ERDRICK'S SWORD	Rusty sword x 1	Glass frit x 9	Orichalcum x 1	Accept Challenge Quest 178
STARDUST SWORD	Supernova sword x 1	Reset stone x 1	—	—
NEBULA SWORD	Stardust sword x 1	Agate of evolution x 1	Silver orb x 1	Complete Challenge Quest 178
SUPERNOVA SWORD	Nebula sword x 1	Agate of evolution x 3	Silver orb x 3	—

Weapons - Spears

NAME	INGREDIENT 1	INGREDIENT 2	INGREDIENT 3	WHERE FOUND
STEEL LANCE	Iron lance x 1	Iron ore x 1	Lava lump x 1	Inn of Alltrades Abbey - B1
GIGASTEEL LANCE	Steel lance x 1	Iron ore x 2	Hephaestus' flame x 1	The Plumbed Depths - B1
CELESTIAL SPEAR	Long spear x 1	Holy talisman x 1	Platinum ore x 2	Swinedimples Academy -L1 classroom
HOLY LANCE	Iron lance x 1	Gold rosary x 1	—	Swinedimples Academy -L1 classroom
TRIDENT	Battle fork x 1	Seashell x 2	Crimson coral x 2	Middle deck of ship
GRACOS'S TRIDENT	Trident x 1	Mighty armlet x 1	Densinium x 2	Middle deck of ship
SANDSTORM SPEAR	Holy lance x 1	Kitty litter x 2	Glass frit x 2	Mirage Mahal - L1
HALBERD	Partisan x 1	Battle-axe x 1	—	Mirage Mahal - L1
LIGHTNING LANCE	Celestial spear x 1	Thunderball X 3	Mythril ore x 1	Inn roof under Mayor's House, access with magic key
STORM SPEAR	Lightning lance x 1	Thunderball x 5	Gold bar x 1	Inn roof under Mayor's House, access with magic key
DEMON SPEAR	Celestial spear x 1	Terrible tattoo x 3	Malicite x 1	Gittingham Palace - L2
LIQUID METAL SPEAR	Metal slime spear x 1	Orichalcum x 1	Slimedrop x 6	Complete challenge quest 144
METAL KING SPEAR	Liquid metal spear x 1	Orichalcum x 1	Slime crown x 1	—
POKER	Split-pot poker x 1	Reset stone x 1	—	—
STUD POKER	Poker x 1	Agate of evolution x 1	Red orb x 1	Complete Challenge Quest 178
SPLIT-POT POKER	Stud poker x 1	Agate of evolution x 3	Red orb x 3	—

Weapons - Knives

NAME	INGREDIENT 1	INGREDIENT 2	INGREDIENT 3	WHERE FOUND
DIVINE DAGGER	Bronze knife x 1	Holy water x 3	—	Mayor Laria's house in Coffinwell
POISON MOTH KNIFE	Divine dagger x 1	Coagulant x 2	Manky mud x 1	Mayor Laria's house in Coffinwell
BATTERFLY KNIFE	Poison moth knife x 1	Coagulant x 3	Butterfly wing x 3	Mayor Laria's house in Coffinwell
DREAD DAGGER	Batterfly knife x 1	Disturbin' turban x 1	Butterfly wing x 5	3rd Floor Library in Quester's Rest inn
POISON NEEDLE	Magic beast horn x 1	Manky mud x 3	—	Mayor Laria's house in Coffinwell
FALCON KNIFE EARRINGS	Deadly nightblade x 1	Slime earrings x 1	Agility ring x 3	Gittingham Palace - L2
ASSASSIN'S DAGGER	Deadly nightblade x 1	Poison needle x 1	Evencloth x 2	Mayor Laria's house in Coffinwell
ICICLE DIRK	Divine dagger x 1	Ice crystal x 3	Edged boomerang x 1	Swinedimples Academy -L1 classroom
FENRIR FANG	Icicle dirk x 1	Ice crystal x 5	Magic beast horn x 3	Swinedimples Academy -L1 classroom
SOUL BREAKER	Sword breaker x 1	Life bracer x 1	Spirit bracer x 1	Church in Wormwood Creek
GLADIUS	Flame tang x 1	Reset stone x 1	—	—
FLAME TANG	Gladius x 1	Sunstone x 1	Crimson coral x 3	Cabin in center of Hermany
DEFT DAGGER	Dashing dagger x 1	Reset stone x 1	—	—
DARTING DAGGER	Deft dagger x 1	Agate of evolution x 1	Purple orb x 1	Complete Challenge Quest 178
DASHING DAGGER	Darting dagger x 1	Agate of evolution x 3	purple orb x 3	—

Weapons - Wands

NAME	INGREDIENT 1	INGREDIENT 2	INGREDIENT 3	WHERE FOUND
STAFF OF SENTENCING	Wizard's staff x 1	Flurry feather x 1	Magic water x 1	Mason's cabin in Lonely Plains
STAFF OF DIVINE WRATH	Staff of sentencing x 1	Flurry feather x 3	Sage's elixir x 1	Mason's cabin in Lonely Plains
WATERMAUL WAND	Stolos' staff x 1	Seashell x 3	Crimson coral x 3	Middle deck of ship
TSUNAMI STAFF	Watermaul wand x 1	Celestial skein x 1	Enchanted stone x 1	Middle deck of ship
LIGHTNING STAFF	Stolos' staff x 1	Thunderball x 3	Magic water x 1	Inn roof under Mayor's House, access with magic key
LIGHTNING CONDUCTOR	Lightning staff x 1	Thunderball x 5	Sage's elixir x 1	Inn roof under Mayor's House, access with magic key
MAGMA STAFF	Stolos' staff x 1	Rockbomb shard x 3	Brighten rock x 3	Inn roof under Mayor's House, access with magic key
RUNE STAFF	Stolo' staff x 1	Ruby of protection x 1	Magic water x 5	Swinedimples Academy -L1 classroom
HIEROGLYPH STAFF	Rune staff x 1	Sorcerer's ring x 1	Sage's elixir x 3	Swinedimples Academy -L1 classroom
MEGA-MAGICAL MACE	Magical mace x 1	Astral plume x 1	Mythril ore x 1	Cabin in center of Hermany
SAVANT'S STAFF	Sage's staff x 1	Agate of evolution x 1	Sage's elixir x 3	Cabin in center of Hermany
BRIGHT STAFF	Brilliant staff x 1	Reset stone x 1	—	—
SHINING STAFF	Bright staff x 1	Agate of evolution x 1	Blue orb x 1	Complete Challenge Quest 178
BRILLIANT STAFF	Shining staff x 1	Agate of evolution x 3	Blue orb x 3	—

Weapons - Whips

NAME	INGREDIENT 1	INGREDIENT 2	INGREDIENT 3	WHERE FOUND
SNAKESKIN WHIP	Leather whip x 1	Snakeskin x 3	—	Coffinwell - east house
SERPENTINE WHIP	Snakeskin whip x 1	Snakeskin x 5	Magic beast horn x 1	Coffinwell - east house
SIDEWINDER	Serpentine whip x 1	Snakeskin x 6	Tough guy tattoo x 1	Coffinwell - east house
SPIKED STEEL WHIP	Iron whip x 1	Iron ore x 1	Lava lump x 1	Inn of Alltrades Abbey - B1
GIGASPIKE WHIP	Spiked steel whip x 1	Iron ore x 2	Hephaestus' flame x 1	The Plumbed Depths - B1
DRAGONTAIL WHIP	Iron whip x 1	Dragon scale x 3	Aggressence x 1	Mayor's house in Upover
DEMON WHIP	Iron whip x 1	Terrible tattoo x 1	Whing of bat x 3	Gittingham Palace - L2
ARCHDEMON WHIP	Demon whip x 1	Terrible tattoo x 2	Malicite x 1	Gittingham Palace - L2
SCOURGE WHIP	Archdemon whip x 1	Saint's ashes x 1	—	—
EMPRESS'S WHIP	Queen's whip x 1	Highness heels x 1	Monarchic mark x 1	Oubliette - B3
GODDESS WHIP	Empress's whip x 1	Goddess ring x 1	Agate of evolutuion x 1	Cabin in center of Hermany
GRINGHAM WHIP	Giga Gringham whip x 1	Reset stone x 1	—	—
MEGA GRINGHAM WHIP	Gringham whip x 1	Agate of evolution x 1	Green orb x 1	Complete Challenge Quest 178
GIGA GRINGHAM WHIP	Mega Gringham whip x 1	Agate of evolution x 3	Green orb x 3	—

Weapons - Staves

NAME	INGREDIENT 1	INGREDIENT 2	INGREDIENT 3	WHERE FOUND
STEEL BAR	Iron bar x 1	Iron ore x 1	Lava lump x 1	Inn of Alltrades Abbey - B1
GIGASTEEL BAR	Steel bar x 1	Iron ore x 2	Hephaestus' flame x 1	The Plumbed Depths - B1
PILLAR OF STRENGTH	Oaken pole x 3	Utility belt x 1	—	Mason's cabin in Lonely Plains
SLUMBER STICK	Sleepy stick x 1	Sleeping hibiscus x 3	Narspicious x 1	Mirage Mahal - L1
KILLER PILLAR	Driller pillar x 1	Mighty armlet x 1	—	3rd floor library in Quester's Rest inn
MISTICK	Driller pillar x 1	Fresh water x 3	Flurry feather x 3	Swinedimples Academy - L1 classroom
OPTIMISTICK	Mistick x 1	Celestial skein x 2	Agility ring x 1	Swinedimples Academy - L1 classroom
BALLISTICK	Optimistick x 1	Technicolour dreamcloth x 1	Mercury's bandana x 1	Swinedimples Academy - L1 classroom
XENLON ROD	Dragon rod x 1	Dragon scale x 3	Sainted soma x 3	Mayor's house in Upover
ORICHALCUDGEL	Orichalcum x 3	Hephaestus' flame x 3	—	In well in western Ondor Cliffs
KNOCKOUT ROD	Catatonic cosh x 1	Reset stone x 1	—	—
SENSELESS STICK	Knockout rod x 1	Agate of evolution x 1	Blue orb x 1	Complete Challenge Quest 178
CATATONIC COSH	Senseless stick x 1	Agate of evolution x 3	Blue orb x 3	—

Weapons - Claws

NAME	INGREDIENT 1	INGREDIENT 2	INGREDIENT 3	WHERE FOUND
STEEL CLAWS	Iron claws x 1	Iron ore x 1	Lava lump x 1	Inn of Alltrades Abbey - B1
GIGASTEEL CLAWS	Steel claws x 1	Iron ore x 2	Hephaestus' flame x 1	The Plumbed Depths - B1
SACRED CLAWS	Iron claws x 1	Holy talisman x 1	—	Mason's cabin in Lonely Plains
KESTREL CLAWS	Crow's claws x 1	Agility ring x 1	—	Building west of weapon shop in Bloomingdale
KITE CLAWS	Kestrel claws x 1	Enchanted stone x 2	—	Building west of weapon shop in Bloomingdale
HAMMER HANDRILLS	Handrills x 1	Iron nails x 5	Iron ore x 1	Mirage Mahal - L1
FIRE CLAWS	Dragon claws x 1	Lava lump x 3	Rockbomb shard x 1	Inn roof under Mayor's House, access with magic key
COMBUSTICLAWS	Fire claws x 1	Sunstone x 1	Rockbomb shard x 3	Inn roof under Mayor's House, access with magic key
KING COBRA CLAWS	Cobra claws x 1	Terrible tattoo x 4	Wing of bat x 4	Gittingham Palace - L2
BEASTMASTER CLAWS	Beast claws x 1	Monarchic mark x 1	Magic beast horn x 9	Cabin in center of Hermany
ORICHALCUM CLAWS	Combusticlaws x 1	Orichalcum x 2	Hephaestus' flame x 2	In well in western Ondor Cliffs
DRAGONLORD CLAWS	Dragovian lord claws x 1	Reset stone x 1	—	—
DRAGOVIAN CLAWS	Dragonlord claws x 1	Agate of evolution x 1	Red orb x 1	Complete Challenge Quest 178
DRAGOVIAN LORD CLAWS	Dragovian claws x 1	Agate of evolution x 3	Red orb x 1	—

Weapons - Fans

NAME	INGREDIENT 1	INGREDIENT 2	INGREDIENT 3	WHERE FOUND
STEEL FAN	Iron fan x 1	Iron ore x 1	Lava lump x 1	Inn of Alltrades Abbey - B1
GIGASTEEL FAN	Steel fan x 1	Iron ore x 2	Hephaestus' flame x 1	The Plumbed Depths - B1
FOEHN FAN	Feather fan x 1	Flurry feather x 1	Agility ring x 1	Mason's cabin in Lonely Plains
GALE FORCE FAN	Foehn fan x 1	Enchanted stone x 1	Agility ring x 1	Mason's cabin in Lonely Plains
TORTOISESHELL FAN	War fan x 1	Tortoiseshell x 2	Evencloth x 1	Mayor Bryce's house in Porth Llaffan
BLACK TORTOISE FAN	Tortoiseshell fan x 1	Royal soil x 3	Tortoise shell x 1	3rd floor library in Quester's Rest inn
FELINE FAN	War fan x 1	Kitty litter x 2	Seashell x 2	Dr. Phlegming's study in Coffinwell
WHITE TIGER FAN	Feline fan x 1	Ice crystal x 3	Kitty shield x 1	3rd floor library in Quester's Rest inn
FOWL FAN	War fan x 1	Flurry feather x 2	Crimson coral x 2	Building west of weapon shop in Bloomingdale
VERMILION BIRD FAN	Fowl fan x 1	Lava lump x 3	Razor-wing boomerang x 1	3rd floor library in Quester's Rest inn
COBRA FAN	war fan x 1	Snakeskin x 2	Dragon scale x 1	Coffinwell - east house
AZURE DRAGON FAN	Cobra fan x 1	Thunderball x 3	Dragon scale x 2	3rd floor library in Quester's Rest inn
LUNAR FAN	Stellar fan x 1	Full moon ring x 1	Lucida shard x 1	Item shop in Wormwood Creek
SOLAR FAN	Lunar fan x 1	Sunstone x 1	Crimson coral x 3	Item shop in Wormwood Creek
FRIENDLY FAN	Solar fan x 1	Life bracer x 1	Horse manure x 9	Cabin in center of Hermany
CRITICAL FAN	Hypercritical fan x 1	Reset stone x 1	—	—
OVERCRITICAL FAN	Critical fan x 1	Agate of evolution x 1	Green orb x 1	Complete Challenge Quest 178
HYPERCRITICAL FAN	Overcritical fan x 1	Agate of evolution x 3	Green orb x 3	—

Weapons - Axes

NAME	INGREDIENT 1	INGREDIENT 2	INGREDIENT 3	WHERE FOUND
STEEL AXE	Iron axe x 1	Iron ore x 1	Lava lump x 1	Inn of Alltrades Abbey - B1
GIGASTEEL AXE	Steel axe x 1	Iron ore x 2	Hephaestus' flame x 1	The Plumbed Depths - B1
GOLDEN AXE	Iron axe x 1	Gold bar x 1	—	Petra's House in Zere Rocks
MOON AXE	Battle-axe x 1	Lunaria x 1	Mystifying mixture x 1	Item shop in Wormwood Creek
FULL MOON AXE	Moon axe x 1	Full moon ring x 1	Mystifying mixture x 3	Item shop in Wormwood Creek
KING AXE	Golden axe x 1	Slime crown x 1	—	Church in Wormwood Creek
KAISER AXE	King axe x 1	Slime crown x 1	Monarchic mark x 1	Oubliette - B3
EXECUTIONER'S AXE	Headsman's axe x 1	Ethereal stone x 2	Raging ruby x 1	Gittingham Palace - L2
ICE AXE	Kaiser axe x 1	Ice crystal x 3	Icicle dirk x 3	Swinedimples Academy - L1 classroom
AVALANCHE AXE	Ice axe x 1	Ice crystal x 6	Agate of evolution x 1	Swinedimples Academy - L1 classroom
BAD AXE	Climaxe x 1	Reset stone x 1	—	—
MAXI AXE	Bad axe x 1	Agate of evolution x 1	Purple orb x 1	Complete Challenge Quest 178
CLIMAXE	Maxi axe x 1	Agate of evolution x 3	Purple orb x 3	—

Weapons - Hammers

NAME	INGREDIENT 1	INGREDIENT 2	INGREDIENT 3	WHERE FOUND
ACE OF CLUBS	Oaken club x 1	Belle cap x 3	—	Mayor Bryce's house in Porth Llaffan
UBER WAR HAMMER	War hammer x 1	Mighty armlet x 1	—	Northwest house in Upover
TERRA TAMPER	Uber war hammer x 1	Royal soil x 3	Flintstone x 1	Swinedimples - The Old School, B2
TERRA FIRMER	Terra tamper x 1	Royal soil x 5	Edensinium x 2	Swinedimples - The Old School, B2
TERRA HAMMER	Terra firmer x 1	Royal soil x 7	Ethereal stone x 3	Swinedimples - The Old School, B2
TITAN'S HAMMER	Giant's hammer x 1	Agate of evolution x 1	Tough guy tattoo x 1	Cabin in center of Hermany
MEGATON HAMMER	Hela's hammer x 1	Orichalcum x 1	Densinium x 3	In well in western Ondor Cliffs
WARLORD'S HAMMER	Megaton hammer x 1	Orichalcum x 1	Mighty armlet x 1	In well in western Ondor Cliffs
GROUNDBREAKER	Moonmasher x 1	Reset stone x 1	—	—
EARTHSPLITTER	Groundbreaker x 1	Agate of evolution x 1	Yellow orb x 1	Complete Challenge Quest 178
MOONMASHER	Earthsplitter x 1	Agate of evolution x 3	Yellow orb x 3	—

Weapons - Boomerangs

NAME	INGREDIENT 1	INGREDIENT 2	INGREDIENT 3	WHERE FOUND
REINFORCED BOOMERANG	Boomerang x 1	Iron nails x 3	—	Mirage Mahal - L1
CUTTING-EDGE BOOMERANG	Edged boomerang x 1	Magic beast horn x 3	Iron nails x 3	Mirage Mahal - L1
CRUCERANG	Reinforced boomerang x 1	Hunter's bow x 1	Gold rosary x 1	Mirage Mahal - L1
RAZER-WING BOOMERANG	Razor-wing boomerang x 1	Lunaria x 3	—	Swinedimples Academy -L1 classroom
ERAZOR-WING BOOMERANG	Razer-wing boomerang x 1	Aggressence x 3	Mythril ore x 1	Church in Wormwood Creek
EAGLEWING	Swallowtail x 1	Kestrel claws x 1	Flurry feather x 3	Building west of weapon shop in Bloomingdale
GUSTERANG	Swallow tail x 1	Flurry feather x 3	Agility ring x 1	Swinedimples - The Old School, B2
BLUSTERANG	Gusterang x 1	Staff of divine wrath x 1	Agility ring x 2	Swinedimples - The Old School, B2
FLAMETANG BOOMERANG	Gusterang x 1	Lava lump x 3	Rockbomb shard x 3	Inn roof under Mayor's House, access with magic key
BANEFIRE BOOMERANG	Flametang boomerang x 1	Sunstone x 1	Rockbomb shard x 3	Inn roof under Mayor's House, access with magic key
PENTARANG	Hexarang x 1	Reset stone x 1	—	—
HEXARANG	Pentarang x 1	Lucida shard x 3	Mythril ore x 3	Cabin in center of Hermany
METEORANG	Stellarang x 1	Reset stone x 1	—	—
ASTERANG	Meteorang x 1	Agate of evolution x 1	Silver orb x 1	Complete Challenge Quest 178
STELLARANG	Asterang x 1	Agate of evolution x 3	Silver orb x 3	?????

Weapons - Bows

NAME	INGREDIENT 1	INGREDIENT 2	INGREDIENT 3	WHERE FOUND
LONGBOW	Short bow x 1	Laundry pole x 1	—	Mirage Mahal - L1
HUNTER'S BOW	Longbow x 1	Chain whip x 1	—	Mirage Mahal - L1
HOTSHOT BOW	Potshot bow x 1	Hunter's hat x 1	Archer's armguard x 1	Mirage Mahal - L1
BLOWY BOW	Potshot bow x 1	Flurry feather x 3	Agility ring x 1	Swinedimples - The Old School, B2
BILLOWING BOW	Blowy bow x 1	Staff of divine wrath x 1	Celestial skein x 2	Swinedimples - The Old School, B2
BLUSTERY BOW	Billowing bow x 1	Gusterang x 1	Celestial skein x 3	Swinedimples - The Old School, B2
PURBLIND BOW	Great bow x 1	Mystifying mixture x 1	Enchanted stone x 3	Wallace's house Wormwood Creek
BLINDING BOW	Purblind bow x 1	Mystifying mixture x 2	Ethereal stone x 3	Wallace's house Wormwood Creek
OH-NO BOW	Odin's bow x 1	Malicite x 1	—	—
ODIN'S BOW	Oh-no bow x 1	Saint's ashes x 3	—	—
ANGEL'S BOW	Aeon's bow x 1	Reset stone x 1	—	—
ARCHANGEL'S BOW	Angel's bow x 1	Agate of evolution x 1	Yellow orb x 1	Complete Challenge Quest 178
AEON'S BOW	Archangel's bow x 1	Agate of evolution x 3	Yellow orb x 3	?????

Armour - Shields

NAME	INGREDIENT 1	INGREDIENT 2	INGREDIENT 3	WHERE FOUND
GOLD PLATTER	Silver Platter x 1	Gold Bracer x 1	—	Petra's House in Zere Rocks
PLATINUM PLATTER	Gold Platter x 1	Platinum ore x 1	—	Armour shop in Bloomingdale
SHELL SHIELD	Scale Shield x 1	Tortoiseshell x 1	—	Mayor Bryce's house in Porth Llaffan
STEEL SHIELD	Iron Shield x 1	Iron Ore x 1	Royal Soil x 1	Inn of Alltrades Abbey - B1
GIGASTEEL SHIELD	Steel Shield x 1	Iron Ore x 2	Hephaestus' Flame x 1	Mirage Mahal - L1
KITTY SHIELD	Light shield x 1	Kitty Litter x 1	—	Dr. Phlegming's study in Coffinwell
CATTY SHIELD	Kitty Shield x 1	Kitty Litter x 2	—	Dr. Phlegming's study in Coffinwell
WHITE SHIELD	Light shield x 1	Seashell x 5	Holy Water x 5	Swinedimples Academy -L1 classroom
ENCHANTED SHIELD	Magic Shield x 1	Enchanted stone x 1	—	Mirage Mahal - L1
ETHEREAL SHIELD	Enchanted Shield x 1	Ethereal stone x 1	—	Swinedimples Academy -L1 classroom

Armour - Shields (continued)

NAME	INGREDIENT 1	INGREDIENT 2	INGREDIENT 3	WHERE FOUND
FLAME SHIELD	Magic Shield x 1	Lava Lump x 1	Resurrock x 1	Inn roof under Mayor's House, access with magic key
ICE SHIELD	Magic Shield x 1	Ice Crystal x 1	Resurrock x 1	Swinedimples Academy - L1 classroom
PLATINUM SHIELD	Light shield x 1	Platinum ore x 1	Hephaestus' Flame x 1	Armour shop in Bloomingdale
DRAGON SHIELD	Magic Shield x 1	Dragon Scale x 3	Raging ruby x 1	Mayor's house in Upover
TEMPEST SHIELD	Magic Shield x 1	Flurry Feather x 3	Ruby of protection x 1	Church in Wormwood Creek
POWER SHIELD	Warrior's Shield x 1	Raging Ruby x 1	Panacea x 1	—
EMPOWERED SHIELD	Power shield x 1	Life Bracer x 2	—	Northwest house in Upover
WHITE KNIGHT'S SHIELD	White shield x 1	Holy talisman x 1	Mythril ore x 1	Swinedimples Academy -L1 classroom
OGRE SHIELD	Dark shield x 1	Densinium x 2	Magic beast horn x 5	Gortress -L1 solitary
SILVER SHIELD	White knight's shield x 1	Mirrorstone x 3	Mythril ore x 2	Oubliette - B3
BIG BOSS SHIELD	Boss shield x 1	Agate of evolution x 1	Mighty armlet x 1	Gortress -L1 solitary
SAINTESS SHIELD	Ruinous shield x 1	Saint's ashes x 3	—	—
GODDESS SHIELD	Saintess shield x 1	Goddess ring x 1	Orichalcum x 1	In well in western Ondor Cliffs
LIQUID METAL SHIELD	Metal slime shield x 1	Orichalcum x 1	Slimedrop x 6	Complete challenge quest 144
METAL KING SHIELD	Liquid metal shield x 1	Orichalcum x 1	Slime crown x 1	—
ERDRICK'S SHIELD	Rusty shield x 1	Glass frit x 9	Orichalcum x 1	Accept Challenge Quest 178
BRAIN DRAINER	Devilry drinker x 1	Reset stone x 1	—	—
PSYCHE SWIPER	Brain drainer x 1	Agate of evolution x 1	Green orb x 1	Complete challenge quest 145
DEVILRY DRINKER	Psyche swiper x 1	Agate of evolution x 3	Green orb x 3	—

Armour - Head

NAME	INGREDIENT 1	INGREDIENT 2	INGREDIENT 3	WHERE FOUND
STEEL HELMET	Iron Helmet x 1	Iron Ore x 1	Royal Soil x 1	Inn of Alltrades Abbey - B1
GIGASTEEL HELMET	Steel Helmet x 1	Iron Ore x 2	Hephaestus' Flame x 1	Mirage Mahal - L1
FILIGREE MASK	Iron mask x 1	Silver platter x 1	Silver Tiara x 1	Petra's House in Zere Rocks
PLATINUM HEADGEAR	Iron mask x 1	Platinum ore x 1	Hephaestus' Flame x 1	Armour shop in Bloomingdale
MYTHRIL COIF	Mail coif x 1	Mythril ore x 2	—	Swinedimples Academy -L1 classroom
THINKING CAP	Steel Helmet x 1	Gold circlet x 1	Sorcerer's stone x 3	Swinedimples Academy -L1 classroom
SCHOLAR'S CIRCLET	Thinking cap x 1	Brainy bracer x 1	Sage's elixir x 1	Swinedimples Academy -L1 classroom
RAGING BULL HELM	Gigasteel helmet x 1	Magic beast horn x 2	Tough guy tattoo x 1	Church in Wormwood Creek
MINOTAUR HELM	Raging bull helm x 1	Magic beast horn x 4	Mighty armlet x 1	Gortress -L1 solitary
HADES' HELM	Great helm x 1	Malicite x 1	—	—
MYTHRIL HELM	Platinum headgear x 1	Mythril ore x 3	—	Gortress -L1 solitary
GREAT HELM	Hades' helm x 1	Saint's ashes x 1	—	—
CROWN OF CLARITY	Thinking cap x 1	Thinkincense x 5	Mythril ore x 1	Western Wormwood well, accessible by Starflight Express
SKULL HELM	Apollo's crown x 1	Malicite x 1	—	—
SUN CROWN	Skull helm x 1	Saint's ashes x 3	—	Item shop in Wormwood Creek
APOLLO'S CROWN	Sun crown x 1	Agate of evolution x 1	Sunstone x 1	Item shop in Wormwood Creek
LIQUID METAL HELM	Metal slime helm x 1	Orichalcum x 1	Slimedrop x 6	Complete challenge quest 144
METAL KING HELM	Liquid metal helm x 1	Orichalcum x 1	Slime crown x 1	—
ERDRICK'S HELMET	Rusty helmet x 1	Glass frit x 9	Orichalcum x 1	Accept Challenge Quest 178
HALLOWED HELM	Wonder helm x 1	Reset stone x 1	—	—
BLESSED HELM	Hallowed helm x 1	Agate of evolution x 1	Purple orb x 1	Complete challenge quest 145
WONDER HELM	Blessed helm x 1	Agate of evolution x 3	Purple orb x 3	—
TRAILBLAZING BANDANA	Bandana x 1	Bow tie x 1	—	Mayor Bryce's house in Porth Llaffan
MERCURY'S BANDANA	Trailblazing bandana x 1	Agility ring x 1	—	Mayor Bryce's house in Porth Llaffan
FEATHERED CAP	Leather hat x 1	Flurry Feather x 1	—	building west of weapon shop in Bloomingdale
BUNNY EARS	Hairband x 1	Bunny tail x 2	—	Mayor Bryce's house in Porth Llaffan

Armour - Head (continued)

NAME	INGREDIENT 1	INGREDIENT 2	INGREDIENT 3	WHERE FOUND
CAT EARS	Hairband x 1	Kitty litter x 2	—	Dr. Phlegming's study in Coffinwell
FUR HOOD	Leather hat x 1	Magic beast hide x 1	Lambswool x 1	Coffinwell - east houseCoffinwell - southeast house
POINTY HAT	Leather hat x 1	Magic beast horn x 1	—	Northern building in Dourbridge
GOLDEN TIARA	Silver Tiara x 1	Gold ring x 1	Gold bracer x 1	Mayor Bryce's house in Porth Llaffan
SLOOD	Pointy hat x 1	Slimedrop x 3	—	Mayor Laria's house in Coffinwell
FEATHER HEADBAND	Hairband x 1	Flurry feather x 2	—	Mayor Bryce's house in Porth Llaffan
HUNTER'S HAT	Pointy hat x 1	Lambswool x 1	Magic beast hide x 1	Northern building in Dourbridge
EAR COSY	Fur hood x 1	Bunny tail x 1	Lambswool x 1	Northern building in Dourbridge
GOLD CIRCLET	Circlet x 1	Gold ring x 1	Gold bracer x 1	Mayor Bryce's house in Porth Llaffan
STAR CIRCLET	Gold Circlet x 1	Lucida shard x 1	—	Swinedimples - The Old School, B2
TRICKY TURBAN	Turban x 1	Toad oil x 1	Snakeskin x 1	Northern building in Dourbridge
THIEF'S TURBAN	Turban x 1	Evencloth x 2	—	Northern building in Dourbridge
MALLEABLE MASK	Circlet x 1	Butterfly wing x 2	Narspicious x 2	start Challenge Quest 020
PAPILLON MASK	Malleable mask x 1	Dread dagger x 1	Narspicious x 3	3rd floor library in Quester's Rest inn
CANNY CAP	Feathered cap x 1	Brainy bracer x 2	—	Swinedimples Academy -L1 classroom
MUSKETEER HAT	Feathered cap x 1	Feather headband x 1	Magic beast hide x 3	Northern building in Dourbridge
MEGA-MAGICAL HAT	Magical hat x 1	Prayer ring x 2	Sorcerer's stone x 1	Northwest house in Upover
HAPPY HAT	Unhappy hat x 1	Lucky pendant x 1	—	Gittingham Palace - L3
SPELLWARD CIRCLET	Gold Circlet x 1	Monarchic mark x 1	Gold bar x 1	Gittingham Palace - L3
PHANTOM MASK	Papillon Mask x 1	Dark robe x 1	Slipweed x 3	3rd floor library in Quester's Rest inn
SPRING BREEZE HAT	Winter sky hat x 1	Agate of evolution x 1	Green orb x 1	Inside cabin in western Ondor Cliffs
SUMMER CLOUD HAT	Spring breeze hat x 1	Agate of evolution x 1	Green orb x 1	Inside cabin in western Ondor Cliffs
AUTUMN SHOWER HAT	Summer cloud hat x 1	Agate of evolition x 1	Green orb x 1	Inside cabin in western Ondor Cliffs
WINTER SKY HAT	Autumn shower hat x 1	Agate of evolution x 1	Green orb x 1	Inside cabin in western Ondor Cliffs

Armour - Torso

NAME	INGREDIENT 1	INGREDIENT 2	INGREDIENT 3	WHERE FOUND
LARGE-SCALE ARMOUR	Scale armour x 1	Scale shield x 1	Snakeskin x 1	Coffinwell - east house
SILVER CUIRASS	Iron cuirass x 1	Silver platter x 1	—	Petra's House in Zere Rocks
FULL PLATE ARMOUR	Iron armour x 1	Iron ore x 1	Royal soil x 1	Inn of Alltrades Abbey - B1
GIGASTEEL ARMOUR	Full plate armour x 1	Iron ore x 2	Hephaestus' flame x 1	Mirage Mahal - L1
TORTOISE SHELL	Iron cuirass x 1	Tortoiseshell x 1	Emerald moss x 1	Mayor Bryce's house in Porth Llaffan
TORTOISESHELL ARMOUR	Tortoise shell x 1	Tortoiseshell x 2	Emerald moss x 2	Mayor Bryce's house in Porth Llaffan
GOLD MAIL	Silver mail x 1	Gold ring x 1	Gold bracer x 1	Petra's House in Zere Rocks
PLATINUM MAIL	Gold mail x 1	Platinum ore x 1	Hephaestus' flame x 1	Armour shop in Bloomingdale
ENCHANTED ARMOUR	Magic armour x 1	Enchanted stone x 1	—	Mirage Mahal - L1
ETHEREAL ARMOUR	Enchanted armour x 1	Ethereal stone x 1	—	Swinedimples Academy -L1 classroom
DRAGON MAIL	Magic armour x 1	Dragon scale x 2	Raging ruby x 1	Mayor's house in Upover
SPIKED ARMOUR	Magic armour x 1	Magic beast horn x 2	Iron nails x 5	Gortress -L1 solitary
HOLY MAIL	Chain mail x 1	Holy talisman x 1	Mythril ore x 1	Swinedimples Academy -L1 classroom
SACROSANCT ARMOUR	Sacred armour x 1	Ruby of protection x 1	Life bracer x 1	Northwest house in Upover
MIRROR ARMOUR	Magic armour x 1	Mirrorstone x 3	Sober ring x 1	Oubliette - B3
CATOPTRIC ARMOUR	Mirror armour x 1	Mirrorstone x 5	Catholicon ring x 1	Oubliette - B3
LIQUID METAL ARMOUR	Metal slime armour x 1	Orichalcum x 1	Slimedrop x 6	Complete challenge quest 144
METAL KING ARMOUR	Liquid metal armour x 1	Orichalcum x 1	Slime crown x 1	—
ERDRICK'S ARMOUR	Rusty armour x 1	Glass frit x 9	Orichalcum x 1	Accept Challenge Quest 178
VICTORIOUS ARMOUR	Mythical armour x 1	Reset stone x 1	—	—
GLORIOUS ARMOUR	Victorious armour x 1	Agate of evolution x 1	Red orb x 1	Complete Challenge Quest 145
MYTHICAL ARMOUR	Glorious armour x 1	Agate of evolution x 3	Red orb x 3	—
TRACKSUIT TOP	Training top x 1	Finessence x 1	—	Coffinwell - west house

Armour – Torso (continued)

NAME	INGREDIENT 1	INGREDIENT 2	INGREDIENT 3	WHERE FOUND
FUR PONCHO	Leather cape x 1	Magic beast hide x 3	—	Coffinwell - east houseCoffinwell - southeast house
CLOAK OF CONCEALMENT	Cloak of evasion x 1	Slipweed x 2	Lambswool x 1	Mayor Laria's house in Coffinwell
GOOEY GEAR	Garish garb x 1	Slimedrop x 3	—	Mayor Laria's house in Coffinwell
MAJESTIC MANTLE	Velvet cape x 1	Bow tie x 1	Brighten rock x 3	Mayor Laria's house in Coffinwell
TUSSLER'S TOP	Tracksuit top x 1	Finessence x 1	Magic beast hide x 2	Coffinwell - west house
DRAGON DRESS	Strongsam x 1	Dragon scale x 1	Finessence x 2	Mayor's house in Upover
FLAMENCO SHIRT	Garish garb x 1	Brighten rock x 3	Technicolour dreamcloth x 1	Swinedimples - The Old School, B2
DANCER'S DRESS	Dancer's costume x 1	Brighten rock x 3	Technicolour dreamcloth x 1	Swinedimples - The Old School, B2
FUR VEST	Fur poncho x 1	Magic beast hide x 3	—	Coffinwell - east houseCoffinwell - southeast house
SUPERSTAR'S SUIT	Star's suit x 1	Lucida shard x 3	—	Swinedimples - The Old School, B2
TECHNICOLOUR TUTU	Tint-tastic tutu x 1	Technicolour dreamcloth x 1	—	Swinedimples - The Old School, B2
HOT BIKINI TOP	Dangerous bikini top x 1	Seashell x 3	Crimson coral x 2	Complete Challenge Quest 124
SIZZLING BIKINI TOP	Hot bikini top x 1	Technicolour dreamcloth x 1	Astral plume x 2	Complete Challenge Quest 124
DRAGON TOP	Tussler's top x 1	Dragon scale x 2	Finessence x 2	Mayor's house in Upover
DARK ROBE	Velvet cape x 1	Evencloth x 3	Slipweed x 3	3rd floor library in Quester's Rest inn
MACABRE MANTLE	Dark robe x 1	Wing of bat x 4	Terrible tattoo x 3	3rd floor library in Quester's Rest inn
TWINKLING TUXEDO	Smart suit x 1	Bow tie x 1	Brighten rock x 3	Swinedimples - The Old School, B2
SHIMMERING DRESS	Spangled dress x 1	Pink pearl x 1	Brighten rock x 3	Swinedimples - The Old School, B2
DANGEROUS BUSTIER	Divine bustier x 1	Reset stone x 1	—	—
SILK BUSTIER	Dangerous bustier x 1	Tangleweb x 7	Silk robe x 3	Complete Challenge Quest 124
DIVINE BUSTIER	Silk bustier x 1	Slipweed x 7	Sainted soma x 3	Complete Challenge Quest 124
TROPOTOGA	Mesotoga x 1	Reset stone x 1	—	—
STRATOTOGA	Tropotoga x 1	Agate of evolution x 1	Blue orb x 1	Complete challenge quest 137
MESOTOGA	Stratotoga x 1	Agate of evolutionx 3	Blue orb x 3	—
ROBE OF SWEET DREAMS	Robe of serenity x 1	Sleeping hibiscus x 3	Lambswool x 3	Mayor Laria's house in Coffinwell
ENCHANTED ROBES	Magical robes x 1	Enchanted stone x 1	—	Mirage Mahal - L1
ETHEREAL ROBES	Enchanted robes x 1	Ethereal stone x 1	—	Swinedimples Academy -L1 classroom
SAINTLY ROBE	Ascetic robe x 1	Rosary x 1	Grubby bandage x 3	Swinedimples Academy -L1 classroom
FIZZLE-PROOF SUIT	Fizzle-retardant suit x 1	Sorcerer's ring x 1	Grubby bandage x 3	Swinedimples Academy -L1 classroom
SAGE'S ROBE	Saintly robe x 1	Fizzle-proof suit x 1	Thinkincense x 3	Swinedimples Academy -L1 classroom
FLOWING DRESS	Enchanted robes x 1	Celestial skein x 3	—	Swinedimples Academy - L1 classroom
CAPE OF GOOD KARMA	Majestic mantle x 1	Thinkincense x 6	Sage's elixir x 3	Western Wormwood well, accessible by Starflight Express
PRINCESS'S ROBE	Shimmering dress x 1	Monarchic markx 1	—	Gittingham Palace - L3
QUEEN'S ROBE	Princess's robe x 1	Monarch's mittens x 1	Lambswool x 2	Gittingham Palace - L3
EMPRESS'S ROBE	Queen's robe x 1	Spellward circlet x 1	Lambswool x 3	Gittingham Palace - L3
PRINCE'S PEA COAT	Twinkling tuxedo x 1	Monarchic mark x 1	—	Gittingham Palace - L3
KING'S COAT	Prince's pea coat x 1	King axe x 1	Lambswool x 2	Gittingham Palace - L3
EMPEROR'S ATTIRE	King's coat x 1	Slime crown x 1	Lambswool x 3	Gittingham Palace - L3
CELESTRIA'S GOWN	Nightmare gown x 1	Saint's ashes x 3	—	—
CELESTRIA'S RAIMENT	Celestria's gown x 1	Agate of evolution x 1	Astral plume x 7	Oubliette - B3
XENLON ROBE	Dragon robe x 1	Dragon top x 1	Dragon dress x 1	Mayor's house in Upover
ANGEL'S ROBE	Aeon's robe x 1	Reset stone x 1	—	—
ARCHANGEL'S ROBE	Angel's robe	Agate of evolution x 1	Yellow orb x 1	Complete challenge quest 137
AEON'S ROBE	Archangel's robe x 1	Agate of evolutionx 3	Yellow orb x 3	—

Armour - Arms

NAME	INGREDIENT 1	INGREDIENT 2	INGREDIENT 3	WHERE FOUND
STEEL GAUNTLETS	Iron gauntlets x 1	Iron ore x 1	Royal soil x 1	Inn of Alltrades Abbey - B1
GIGASTEEL GAUNTLETS	Steel gauntlets x 1	Iron ore x 2	Hephaestus' flame x 1	Mirage Mahal - L1
ENCHANTED GLOVES	Magic mittens x 1	Enchanted Stone x 1	—	Mirage Mahal - L1
ETHEREAL GLOVES	Enchanted gloves x 1	Ethereal stone x 1	—	Swinedimples Academy -L1 classroom
STURDY GAUNTLETS	Light gauntlets x 1	Iron ore x 2	Aggressence x 1	Gortress -L1 solitary
HEAVY GAUNTLETS	Sturdy gauntlets x 1	Densinium x 2	Aggressence x 1	Gortress -L1 solitary
BLESSED BINDINGS	Bruiser's bracers x 1	Thinkincense x 3	Sage's elixir x 2	Western Wormwood well, accessible by Starflight Express
LIQUID METAL SLIME GLOVES	Metal slime gauntlets x 1	Orichalcum x 1	Slimedrop x 6	Complete challenge quest 144
METAL KING SLIME GLOVES	Liquid metal slime gloves x 1	Orichalcum x 1	Slimecrown x 1	—
ERDRICK'S GAUNTLETS	Rusty gauntlets x 1	Glass frit x 9	Orichalcum x 1	Accept Challenge Quest 178
VESTA GAUNTLETS	Tempestes gauntlets x 1	Reset stone x 1	—	—
DIANA GAUNTLETS	Vesta gauntlets x 1	Agate of evolution x 1	Red orb x 1	Complete Challenge Quest 145
TEMPESTES GAUNTLETS	Diana gauntlets x 1	Agate of evolution x 3	Red orb x 3	—
LEATHER GLOVES	Cotton gloves x 1	Magic beast hide x 1	—	Coffinwell - southeast house
MARQUESS'S MITTENS	Mayoress's mittens x 1	Monarchic mark x 1	—	Gittingham Palace - L3
MONARCH'S MITTENS	Marquess's mittens x 1	Highness heels x 1	—	Gittingham Palace - L3
GURU'S GLOVES	Heavy handwear x 1	Thinkincense x 3	Sage's elixir x 2	Western Wormwood well, accessible by Starflight Express
GLOOMY GLOVES	Heavy handwear x 1	Evencloth x 3	—	3rd floor library in Quester's Rest inn
MURKY MITTENS	Gloomy gloves x 1	Malicite x 1	Evencloth x 3	3rd floor library in Quester's Rest inn
MATADOR'S GLOVES	Mental mittens x 1	Slipweed x 4	Mercury's bandana x 1	—
APPRENTICE'S GLOVES	Grandmaster's gloves x 1	Reset stone x 1	—	—
MASTER'S GLOVES	Apprentice's gloves x 1	Agate of evolution x 1	Silver orb x 1	Complete challenge quest 137
GRANDMASTER'S GLOVES	Master's gloves x 1	Agate of evolution x 3	Silver orb x 3	—

Armour - Legs

NAME	INGREDIENT 1	INGREDIENT 2	INGREDIENT 3	WHERE FOUND
LEATHER KILT	Boxer shorts x 1	Magic beast hide x 1	—	Coffinwell - southeast house
TRACKY BOTTOMS	Training trousers x 1	Finessence x 1	—	Coffinwell - west house
BOOMER BRIEFS	Boxer shorts x 1	Boomerang x 1	—	Middle deck of ship
WONDER PANTS	Boomer briefs x 1	Aggressence x 1	—	Middle deck of ship
STEEL KNEECAPS	Iron kneecaps x 1	Iron ore x 1	Royal soil x 1	Inn of Alltrades Abbey - B1
GIGASTEEL KNEECAPS	Steel kneecaps x 1	Iron ore x 2	Hephaestus' flame x 1	Mirage Mahal - L1
HOT BIKINI BOTTOMS	Dangerous midriff wrap x 1	Seashell x 3	Crimson coral x 3	Complete Challenge Quest 124
SIZZLING BIKINI BOTTOMS	Hot bikini bottoms x 1	Technicolour dreamcloth x 1	Astral plume x 2	Complete Challenge Quest 124
BLESSED BOTTOMS	Wizard's trousers x 1	Sorcerer's stone x 1	Lambswool x 2	Mayor Laria's house in Coffinwell
TUSSLER'S TROUSERS	Tracky bottoms x 1	Finessence x 1	Magic beast hide x 2	Coffinwell – west house
FANCY PANTS	Loud trousers x 1	Belle cap x 3	Narspicious x 1	Swinedimples - The Old School, B2
CHAINMAIL SOCKS	Pop socks x 1	Chain mail x 2	Iron nails x 2	3rd floor library in Quester's Rest inn
RED TIGHTS	Pop socks x 1	Crimson coral x 4	—	3rd floor library in Quester's Rest inn
GREEN TIGHTS	Pop socks x 1	Emerald moss x 4	—	3rd floor library in Quester's Rest inn
WHITE TIGHTS	Pop socks x 1	Seashell x 4	—	3rd floor library in Quester's Rest inn
TRANSPARENT TIGHTS	Red tights x 1	Green tights x 1	White tights x 1	3rd floor library in Quester's Rest inn
DRAGON TROUSERS	Tussler's trousers x 1	Dragon scale x 2	Finessence x 2	Mayor's house in Upover
TANTRIC TROUSERS	Dragon trousers x 1	Thinkincense x 3	Sage's elixir x 2	Western Wormwood well, accessible by Starflight Express
IMPREGNABLE LEGGINGS	Sturdy slacks x 1	Densinium x 1	Orichalcum x 1	In well in western Ondor Cliffs
INVINCIBLE TROUSERS	Eternity trousers x 1	Reset stone x 1	—	—
IMMORTAL TROUSERS	Invincible trousers x 1	Agate of evolution x 1	Purple orb x 1	Complete challenge quest 137
ETERNITY TROUSERS	Immortal trousers x 1	Agate of evolution x 3	Purple orb x 3	—

Armour - Feet

NAME	INGREDIENT 1	INGREDIENT 2	INGREDIENT 3	WHERE FOUND
HOBNAIL BOOTS	Leather boots x 1	Magic beast hide x 1	—	Armour shop in Bloomingdale
STEEL SABATONS	Iron sabatons x 1	Iron ore x 1	Royal soil x 1	Inn of Alltrades Abbey - B1
GIGASTEEL SABATONS	Steel sabatons x 1	Iron ore x 2	Hephaestus' flame x 1	Mirage Mahal - L1
PAYBACK PUMPS	Steel sabatons x 1	Magic beast horn x 2	Iron nails x 2	Church in Wormwood Creek
BRAHMAN BOOTS	Clever clogs x 1	Thinkincense x 3	Sage's elixir x 2	Western Wormwood well, accessible by Starflight Express
LIQUID METAL SLIME BOOTS	Metal slime sollerets x 1	Orichalcum x 1	Slimedrop x 6	Complete challenge quest 144
METAL KING SLIME BOOTS	Liquid metal slime boots x 1	Orichalcum x 1	Slimecrown x 1	—
HERO'S BOOTS	Emperor's boots x 1	Reset stone x 1	—	—
BASILIC BOOTS	Hero's boots x 1	Agate of evolution x 1	Yellow orb x 1	Complete Challenge Quest 145
EMPEROR'S BOOTS	Basilic boots x 1	Agate of evolution x 3	Yellow orb x 3	—
CLASSY CLOGS	Clogs x 1	Belle cap x 2	—	Armour shop in Bloomingdale
STILETTO HEELS	High heels x 1	Fishnet stockings x 1	—	Armour shop in Bloomingdale
HIGHNESS HEELS	Stiletto heels x 1	Monarchic mark x 1	—	Armour shop in Bloomingdale
SORCERESS SANDALS	Siren sandals x 1	Sleeping hibiscus x 3	Belle cap x 2	Armour shop in Bloomingdale
WU SHOES	Kung fu shoes x 1	Finessence x 2	—	3rd floor library in Quester's Rest inn
SAFER SHOES	Safety shoes x 1	Ruby of protection x 1	Mythril ore x 1	Gortress -L1 solitary
SAFEST SHOES	Safer shoes x 1	Ruby of protection x 1	Orichalcum x 1	Gortress -L1 solitary
ELEVATING SHOES	Depressing shoes x 1	Lucky pendant x 1	—	Gittingham Palace - L3
PIXIE BOOTS	Elevating shoes x 1	Elfin charm x 2	—	Wallace's house Wormwood Creek
TRICKSIE BOOTS	Pixie boots x 1	Agate of evolution x 1	—	Wallace's house Wormwood Creek
SENSIBLE SANDALS	Sapient sandals x 1	Reset stone x 1	—	—
SAGACIOUS SANDALS	Sensible sandals x 1	Agate of evolution x 1	Blue orb x 1	Complete challenge quest 137
SAPIENT SANDALS	Sagacious sandals x 1	Agate of evolution x 3	Blue orb x 3	—

Accessories

NAME	INGREDIENT 1	INGREDIENT 2	INGREDIENT 3	WHERE FOUND
STRENGTH RING	Gold ring x 1	Aggressence x 1	—	Complete Challenge Quest 004
TOUGH GUY TATTOO	Terrible tattoo x 1	Aggressence x 1	—	Northern building in Dourbridge
RAGING RUBY	Strength ring x 1	Corundum x 1	—	Northern building in Dourbridge
MIGHTY ARMLET	Gold bracer x 1	Strength ring x 1	Tough guy tattoo x 1	Northern building in Dourbridge
SLIME EARRINGS	Slimedrop x 1	Gold ring x 1	—	Complete Challenge Quest 004
RUBY OF PROTECTION	Dragon scale x 1	Corundum x 1	—	Northern building in Dourbridge
BOW TIE	Butterfly wing x 2	Grubby bandage x 1	—	Complete Challenge Quest 004
UTILITY BELT	Leather kilt x 1	Ultramarine mittens x 1	Grubby bandage x 1	Northern building in Dourbridge
AGILITY RING	Prayer ring x 1	Flurry feather x 2	—	Complete Challenge Quest 004
METEORITE BRACER	Gold bar x 1	Agility ring x 2	Lucida shard x 3	Swinedimples Academy - L2 classroom
SORCERER'S RING	Skull ring x 1	Saint's ashes x 1	—	—
ROSARY	Pink pearl x 1	Fresh water x 3	Thickincense x 3	Northern building in Dourbridge
BRAINY BRACER	Gold bracer x 1	Sorcerer's stone x 2	—	Swinedimples Academy -L1 classroom
LIFE BRACER	Gold bracer x 1	Life ring x 2	—	Swinedimples Academy - L2 classroom
SPIRIT BRACER	Gold bracer x 1	Prayer ring x 1	Elfin charm x 1	Wallace's house Wormwood Creek
MONARCHIC MARK	Lucky pendant x 1	Raging ruby x 1	Ruby of protection x 1	Swinedimples Academy - L2 classroom
PRAYER RING	Gold ring x 1	Sage's elixir x 2	—	Complete Challenge Quest 004
HOLY TALISMAN	Gold rosary x 1	holy water x 5	Resurrock x 1	Swinedimples Academy -L1 classroom
SOBER RING	Gold ring x 1	Sandstorm spear x 1	Panacea x 1	Small house in Gleeba
CONTRA BAND	Goldl ring x 1	Poison needle x 1	Special antidote x 1	Small house in Gleeba
FULL MOON RING	Gold ring x 1	Poison moth knife x 1	Lunaria x 1	Small house in Gleeba
ROUSING RING	Gold ring x 1	Sleepy stick x 1	Wakerobin x 3	Small house in Gleeba

Accessories (continued)

NAME	INGREDIENT 1	INGREDIENT 2	INGREDIENT 3	WHERE FOUND
RING OF CLARITY	Gold ring x 1	Moon axe x 1	Angel bell x 3	Small house in Gleeba
CATHOLICON RING	Rousing ring x 1	Sober ring x 1	Contra band x 1	Swinedimples Academy - L2 classroom
SKULL RING	Sorcerer's ring x 1	Malicite x 1	—	—
ELFIN CHARM	Holy Italisman x 1	Elfin elixir x 1	Emerald moss x 3	Wallace's house Wormwood Creek
LIFE RING	Prayer ring x 1	Resurrock x 3	—	Complete Challenge Quest 004
GODDESS RING	Life ring x 1	Sainted soma x 1	Gold bar x 1	Swinedimples Academy - L2 classroom
RECKLESS NECKLACE	Lucky pendant x 1	Malicite x 1	—	—
LUCKY PENDANT	Reckless necklace x 1	Saint's ashes x 1	—	Gittingham Palace - L3

Items

NAME	INGREDIENT 1	INGREDIENT 2	INGREDIENT 3	WHERE FOUND
STRONG MEDICINE	Medicinal herb x 2	—	—	Find Krak Pot
SPECIAL MEDICINE	Strong medicine x 2	—	—	Find Krak Pot
SUPERIOR MEDICINE	Medicinal herb x 1	Strong medicine x 1	—	Find Krak Pot
STRONG ANTIDOTE	Antidotal herb x 1	Medicinal herb x 1	—	Find Krak Pot
SPECIAL ANTIDOTE	Strong antidote x 2	—		Find Krak Pot
SOFTWORT	Strong medicine x 1	Moonwort bulb x 1	—	Find Krak Pot
LUNARIA	Moonwort bulb x 3	—	—	Dr. Phlegming's study in Coffinwell
BIRDSONG NECTAR	Nectar x 3	Fresh water x 1	Sleeping hibiscus x 5	Swinedimples Academy -L1 classroom
PANACEA	Special medicine x 1	Superior medicine x 1	Moonwort bulb x 1	Accept Challenge 004
PERFECT PANACEA	Panacea x 1	Angel bell x 1	Wakerobin x 1	Southeastern building in Dourbridge
YGGDRASIL DEW	Yggdrasil leaf x 1	Elfin elixir x 1	—	Southeastern building in Dourbridge
MAGIC WATER	Holy water x 1	Royal soil x 1	Nectar x 1	Dr. Phlegming's study in Coffinwell
SAGE'S ELIXIR	Magic water x 1	Royal soil x 1	Nectar x 3	Southeastern building in Dourbridge
ELFIN ELIXIR	Yggdrasil leaf x 1	Royal soil x 3	Nectar x 5	Swinedimples Academy -L1 classroom
MYSTIFYING MIXTURE	Belle cap x 1	Manky mud x 1	Cowpat x 3	Dr. Phlegming's study in Coffinwell
SAGE'S STONE	Orichalcum x 1	Birdsong nectar x 3	Silver orb x 1	Oubliette - B3
DENSINIUM	Flintstone x 3	Iron ore x 3	—	Swinedimples Academy -L1 classroom
GOLD BAR	Sainted soma x 3	Ethereal stone x 2	Birdsong nectar x 5	Oubliette - B3
HEPHAESTUS' FLAME	Lava lump x 1	Royal soil x 1	Toad oil x 1	Dr. Phlegming's study in Coffinwell
ENCHANTED STONE	Thunderball x 2	Ice crystal x 2	Mystifying mixture x 1	Mirage Mahal - L1
ETHEREAL STONE	Enchanted stone x 1	Perfect panacea x 1	Narspicious x 2	Swinedimples Academy -L1 classroom
ASTRAL PLUME	Flurry feather x 3	Fresh water x 2	Angel bell x 1	Southeastern building in Dourbridge
CELESTIAL SKEIN	Fresh water x 3	Tangleweb x 5	—	Southeastern building in Dourbridge
TECHNICOLOUR DREAMCLOTH	Grubby bandage x 3	Brighten rock x 1	Celestial skein x 1	Swinedimples Academy -L1 classroom
SAINTED SOMA	Lucida shard x 2	Sage's elixir x 2	Astral plume x 2	Swinedimples Academy -L1 classroom
LUCIDA SHARD	Brighten rock x 3	Evencloth x 3	—	Southeastern building in Dourbridge
AGATE OF EVOLUTION	Sainted soma x 2	Ethereal stone x 2	Chronocrystal x 1	Oubliette - B3
SUNSTONE	Lucida shard x 2	Mirrorstone x 3	Hephaestus' flame x 1	Swinedimples Academy -L1 classroom
MALICITE	Pink pearl x 1	Terrible tattoo x 2	Narspicious x 3	Oubliette - B3
FINESSENCE	Fisticup x 2	Slipweed x 1	Superior medicine x 1	Coffinwell - west house
AGGRESSENCE	Fisticup x 2	Wakerobin x 1	Softwort x 1	Dr. Phlegming's study in Coffinwell

Alchemiracle

Sometimes a recipe can result in an alchemiracle—giving you a better item than intended. The following recipes, which share the same ingredients as some recipes above, have a small chance of doing this.

This table lists the recipe, the percentage chance of an alchemiracle, and what is created if there is no alchemiracle.

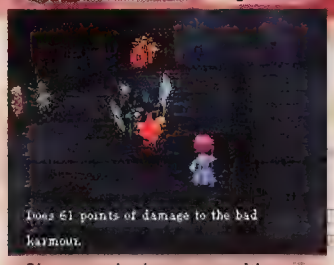
TYPE	NAME	SUCCESS RATE	INGREDIENT 1	INGREDIENT 2	INGREDIENT 3	WHAT IS CREATED IF NO ALCHEMIRACLE
SWORD	Hypernova sword	10%	Nebula sword	Agate of evolution x 3	Silver orb x 3	Supernova sword
SPEAR	Red-hot poker	10%	Stud poker	Agate of evolution x 3	Red orb x 3	Split-pot poker
KNIFE	Dynamo dagger	10%	Darting dagger	Agate of evolution x 3	Purple orb x 3	Dashing dagger
WAND	Aurora staff	10%	Shining staff	Agate of evolution x 3	Blue orb x 3	Brilliant staff
WHIP	Uber Gringham whip	10%	Mega Gringham whip	Agate of evolution x 3	Green orb x 3	Giga Gringham whip
STAFF	Coma cudgel	10%	Senseless stick	Agate of evolution x 3	Blue orb x 3	Catatonic cosh
CLAWS	Xenlon claws	10%	Dragovian claws	Agate of evolution x 3	Red orb x 3	Dragovian lord claws
FAN	Dire critical fan	10%	Overcritical fan x 1	Agate of evolution x 3	Green orb x 3	Hypercritical fan
AXE	Galaxy Axe	10%	Maxi axe x 1	Agate of evolution x 3	Purple orb x 3	Climaxe
HAMMER	Starsmasher	10%	Earthsplitter x 1	Agate of evolution x 3	Yellow orb x 3	Moonmasher
BOOMERANG	Galaxarang	10%	Asterang x 1	Agate of evolution x 3	Silver orb x 3	Stellarang
BOW	Seraph's bow	10%	Archangel's bow x 1	Agate of evolution x 3	Yellow orb x 3	Aeon's bow
SHIELD	Soul sucker	10%	Psyche swiper x 1	Agate of evolution x 3	Green orb x 3	Devilry drinker
HELM	Heavenly helm	10%	Blessed helm x 1	Agate of evolution x 3	Purple orb x 3	Wonder helm
ARMOUR	Legendary armour	10%	Glorious armour	Agate of evolution x 3	Red orb x 3	Mythical armour
ARMOUR	Exotoga	10%	Stratotoga	Agate of evolution x 3	Blue orb x 3	Mesotoga
ARMOUR	Seraph's robe	10%	Archangel's robr	Agate of evolution x 3	Yellow orb x 3	Aeon's robe
HANDS	Sol Invictus gauntlets	20%	Diana gauntlets	Agate of evolution x 3	Red orb x 3	Temestes gauntlets
HANDS	Godly gloves	20%	Master's gloves	Agate of evolution x 3	Silver orb x 3	Grandmaster's gloves
LEGS	Infinity trousers	20%	Immortal trousers	Agate of evolution x 3	Purple orb x 3	Eternity trousers
FEET	Boots of beautitude	20%	Basilic boots	Agate of evolution x 3	Yellow orb x 3	Emperor's boots
FEET	Sentient sandals	20%	Sagacious sandals	Agate of evolution x 3	Blue orb x 3	Sapient sandals

Spells

FRIZZ

MP COST: 2

LEARNED BY:
Mage N/A



Singes a single enemy with a small fireball.

FRIZZLE

MP COST: 6

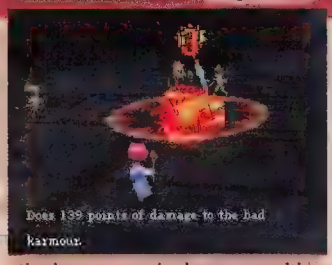
LEARNED BY:
Mage 30

Burns a single enemy with a large fireball.

KAFRIZZ

MP COST: 18

LEARNED BY:
Mage 53



Incinerates a single enemy with an enormous fireball.

KAFRIZZLE

MP COST: 45

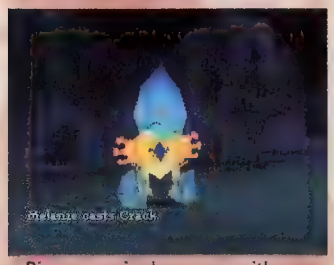
LEARNED BY:
Mage 64

Cremates a single enemy with an enormous fireball.

CRACK

MP COST: 3

LEARNED BY:
Mage 6
Minstrel 8

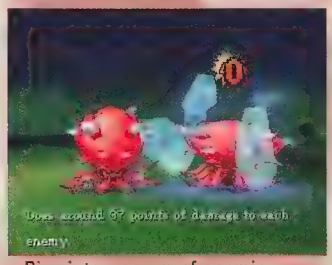


Pierces a single enemy with razor-sharp icicles.

CRACKLE

MP COST: 8

LEARNED BY:
Mage 16
Minstrel 16

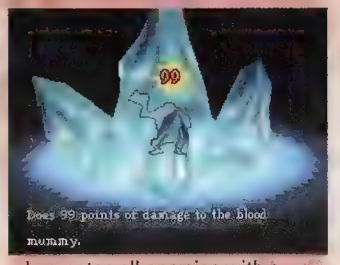


Rips into a group of enemies with sharp icicles.

KACRACK

MP COST: 24

LEARNED BY:
Mage 40



Lacerates all enemies with a raw volley of rasping ice.

KACRACKLE

MP COST: 50

LEARNED BY:
Mage 68

Tears into all enemies with giant shards of ice.

WOOSH

MP COST: 3

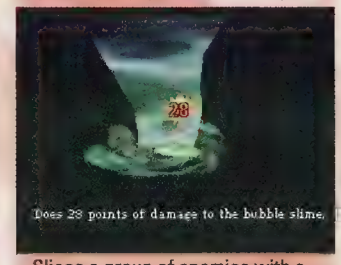
LEARNED BY:
Minstrel 12
Luminary 11

Slices a group of enemies with a small whirlwind.

SWOOSH

MP COST: 8

LEARNED BY:
Minstrel 16
Luminary 36

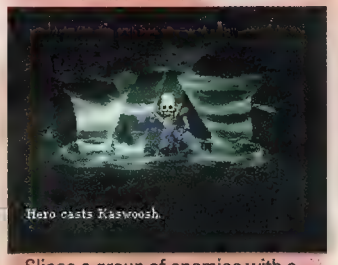


Slices a group of enemies with a powerful whirlwind.

KASWOOSH

MP COST: 26

LEARNED BY:
Minstrel 36
Luminary 45



Slices a group of enemies with a ferocious whirlwind.

KASWOOSHLE

MP COST: 50

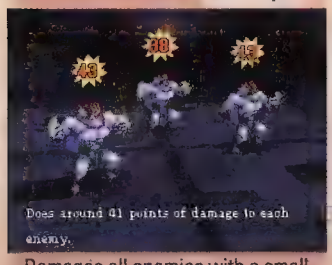
LEARNED BY:
Luminary 58

Flays a group of enemies with a ferocious whirlwind.

BANG

MP COST: 5

LEARNED BY:
Mage 11
Luminary 8



Damages all enemies with a small explosion.

BOOM

MP COST: 10

LEARNED BY:
Mage 28
Sage 27

Engulfs all enemies in a large explosion.

KABOOM

MP COST: 28

LEARNED BY:
Mage 47
Sage 48

Blasts all enemies with a violent explosion.

KABOOMLE

MP COST: 56

LEARNED BY:
Sage 66

Blasts all enemies with an incredibly violent explosion.

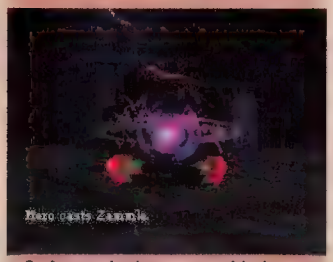
ZAM

MP COST: 4 | LEARNED BY: Sage 2

Strikes a single enemy with the power of darkness.

ZAMMLE

MP COST: 7 | LEARNED BY: Sage 8



Smites a single enemy with the power of darkness.

KAZAM

MP COST: 20 | LEARNED BY: Sage 43

Smashes a single enemy with the power of darkness.

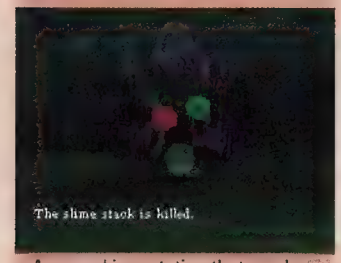
KAZAMMLE

MP COST: 45 | LEARNED BY: Sage 61

Strikes a single enemy with stygian lightning.

WHACK

MP COST: 5 | LEARNED BY: Priest 20



A cursed incantation that sends an enemy to the hereafter.

THWACK

MP COST: 10 | LEARNED BY: Priest 34

A curse that sends a group of enemies to the hereafter.

KATHWACK

MP COST: 20 | LEARNED BY: Priest 55

A curse that sends all enemies to the hereafter.

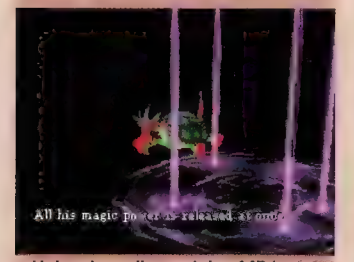
KAMIKAZEE

MP COST: 1 | LEARNED BY: Paladin 33

Sacrifices the caster's life to destroy all enemies.

MAGIC BURST

MP COST: ALL | LEARNED BY: Sage 78



Unleashes all remaining MP in a fearsome explosion.

BLUNT

MP COST: 8 | LEARNED BY: Mage 42

Decreases the attack of a single enemy.

SAP

MP COST: 20 | LEARNED BY: Mage 7, Armamentalist 5

Reduces the defence of a single enemy.

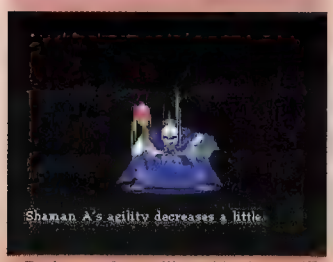
KASAP

MP COST: 8 | LEARNED BY: Mage 25, Armamentalist 16

Reduces the defence of a group of enemies.

DECELERATE

MP COST: 3 | LEARNED BY: Armamentalist 10



Reduces the agility of a single enemy.

DECELERATLE

MP COST: 5 | LEARNED BY: Armamentalist 24

Reduces the agility of a group of enemies.

DIVINE INTERVENTION

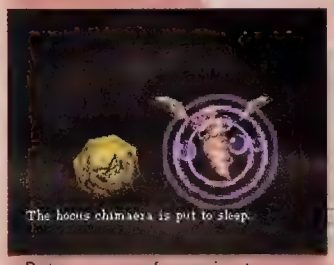
MP COST: 4 | LEARNED BY: Sage 13

Weakens a group of enemies against attack spells.

SNOOZE

MP COST: 3

LEARNED BY:
Priest 6
Armamentalist 8



Puts a group of enemies to sleep.

KASNOOZE

MP COST: 8

LEARNED BY:
Armamentalist 28

Sends all enemies into a deep sleep.

FUDDLE

MP COST: 5

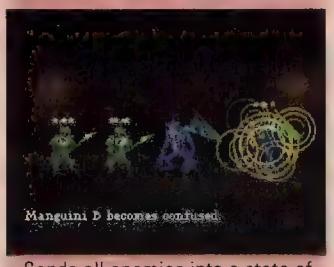
LEARNED BY:
Mage 19
Armamentalist 20

Sends a group of enemies into confusion.

KAFUDDLE

MP COST: 10

LEARNED BY:
Armamentalist 31



Sends all enemies into a state of confusion.

DAZZLE

MP COST: 5

LEARNED BY:
Armamentalist 2

Envelops a group of enemies in illusions.

FIZZLE

MP COST: 3

LEARNED BY:
Armamentalist 14

Prevents a group of enemies from using magic.

OOMPH

MP COST: 4

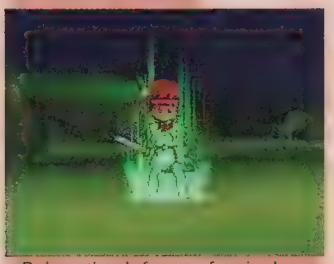
LEARNED BY:
Mage 33
Armamentalist 39

Increases the attack of a single party member.

BUFF

MP COST: 3

LEARNED BY:
Priest 6
Paladin 6

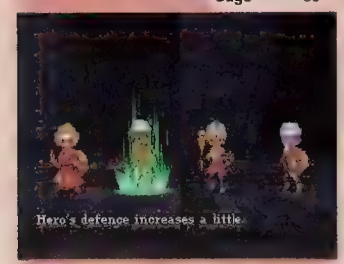


Raises the defence of a single party member.

KABUFF

MP COST: 6

LEARNED BY:
Paladin 26
Sage 30



Raises the defence of all party members.

ACCELERATE

MP COST: 2

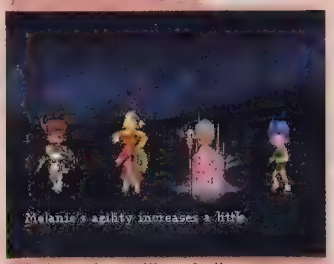
LEARNED BY:
Thief 16

Raises the agility of a single party member.

ACCELERATLE

MP COST: 4

LEARNED BY:
Mage 4
Armamentalist 12



Raises the agility of all party members.

BOUNCE

MP COST: 4

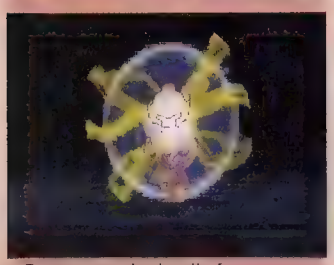
LEARNED BY:
Mage 21
Luminary 18

Forms a protective barrier that reflects all enemy spells.

SPELL CHECKER

MP COST: 3

LEARNED BY:
Paladin 10



Protects a single ally from attack spells.

MAGIC BARRIER

MP COST: 6

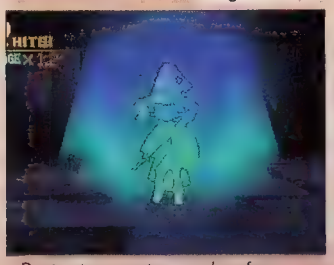
LEARNED BY:
Paladin 28
Sage 38

Protects the whole party from attack spells.

INSULATE

MP COST: 4

LEARNED BY:
Priest 14
Ranger 12



Protects a party member from breath-based attacks.

INSULATLE

MP COST: 4

LEARNED BY:
Priest 43
Ranger 26

Protects the whole party from breath-based attacks.

HEAL

MP COST: 2

LEARNED BY:

Priest	2	Sage	2
Thief	9	Ranger	10
Minstrel	3	Luminary	4
Paladin	7		

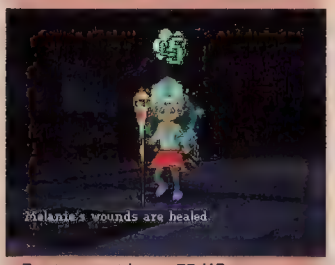
Restores at least 30 HP to a single ally.

MIDHEAL

MP COST: 4

LEARNED BY:

Priest	16	Sage	16
Minstrel	21	Ranger	22
Paladin	20	Luminary	23



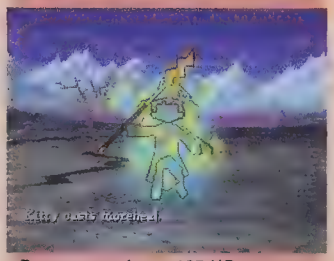
Restores at least 75 HP to a single ally.

MOREHEAL

MP COST: 8

LEARNED BY:

Priest	31
Sage	33
Ranger	34



Restores at least 165 HP to a single ally.

FULLHEAL

MP COST: 24

LEARNED BY:

Priest	47

Restores all HP to a single ally.

MULTIHEAL

MP COST: 16

LEARNED BY:

Priest	38
Ranger	24

Protects the whole party from breath-based attacks.

OMNIHEAL

MP COST: 128

LEARNED BY:

Priest	65

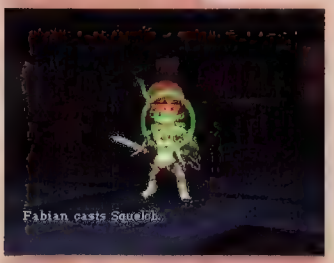
Restores all HP to all party members.

SQUELCH

MP COST: 2

LEARNED BY:

Priest	31
Thief	4
Sage	33
Ranger	34



Restores at least 75 HP to a single ally.

TINGLE

MP COST: 2

LEARNED BY:

Priest	22
Ranger	16

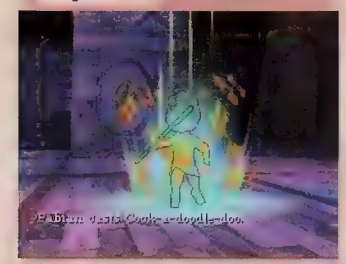
Cures all party members of the effects of paralysis.

COCK-A-DOODLE-DOO

MP COST: 2

LEARNED BY:

Priest	11
Ranger	18



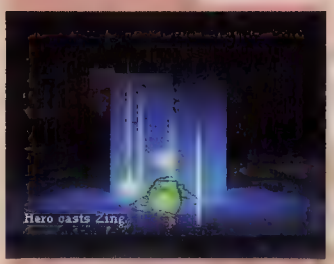
Awakens any sleeping party members.

ZING

MP COST: 8

LEARNED BY:

Priest	18
Minstrel	24
Sage	20
Ranger	24



Resurrects a fallen ally, but sometimes fails.

KAZING

MP COST: 15

LEARNED BY:

Sage	45

Resurrects a fallen ally every time.

KERPLUNK

MP COST: ALL

LEARNED BY:

Paladin	46

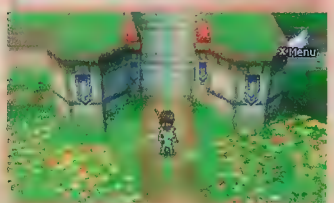
Sacrifices caster's life to resurrect all dead party members.

ZOOM

MP COST: 4

LEARNED:

Gift from Great World Tree after praying to Yggdrasil, Return to the Observatory.



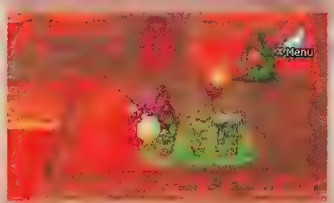
Return instantly to previously visited towns and castles.

SAFE PASSAGE

MP COST: 2

LEARNED BY:

Mage	13
Ranger	3



Travel with impunity across harmful terrain.

EVAC

MP COST: 4

LEARNED BY:

Mage	8	Sage	5
Thief	12	Ranger	7
Minstrel	10		

Exit instantly from dungeons, caves, and towers.

Abilities

Sword Skill

WAR THF MIN GLA ARM

DRAGON SLASH

SKILL POINTS NEEDED: 3

MP COST: 0

An attack that deals heavy damage to dragons.

METAL SLASH

SKILL POINTS NEEDED: 13

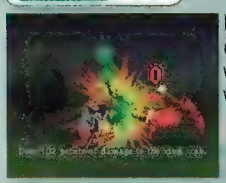
MP COST: 0

An attack that can damage enemies with metal bodies.

MIRACLE SLASH

SKILL POINTS NEEDED: 35

MP COST: 4



Heals the user's own wounds when it hits.

FALCON SLASH

SKILL POINTS NEEDED: 58

MP COST: 2

A double slicing attack, faster than a falcon on the wing.

GIGASLASH

SKILL POINTS NEEDED: 88

MP COST: 5

A technique for cutting down a group of enemies.

GIGAGASH

SKILL POINTS NEEDED: N/A Put "Swordcraft in Summary" in character's inventory.

MP COST: 0

Supreme technique that destroys a group of enemies.

Spear Skill

WAR PRI PAL

MERCURIAL THRUST

SKILL POINTS NEEDED: 3

MP COST: 0

Strikes an enemy before anyone else can act.

CATTLE PROD

SKILL POINTS NEEDED: 13

MP COST: 0

An attack that deals heavy damage to beasts.

PRESSURE POINTER

SKILL POINTS NEEDED: 22

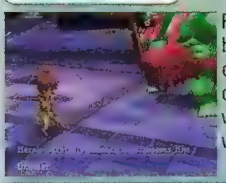
MP COST: 3

Targets a vital spot to take down an enemy instantly.

THUNDER THRUST

SKILL POINTS NEEDED: 58

MP COST: 8



Fails often, but deals critical damage when it works.

MULTITHRUST

SKILL POINTS NEEDED: 88

MP COST: 4

A flurry of thrusts that can pierce multiple enemies.

LIGHTNING STORM

SKILL POINTS NEEDED: N/A Put "Clear Spear Theory" in character's inventory.

MP COST: 26

Strikes down all enemies with mighty thunderbolts.

Knife Skill

WAR MAG THF

TOXIC DAGGER

SKILL POINTS NEEDED: 3

MP COST: 2

A swift strike that envenomates an enemy.

FLY SWAT

SKILL POINTS NEEDED: 13

MP COST: 0

An attack that deals heavy damage to bugs.

VICTIMISER

SKILL POINTS NEEDED: 35

MP COST: 3

Deals heavy damage to poisoned or paralysed monsters.

ASSASSIN'S STAB

SKILL POINTS NEEDED: 58

MP COST: 3

Targets a vital spot to take down an enemy instantly.

HP HOOVER

SKILL POINTS NEEDED: 88

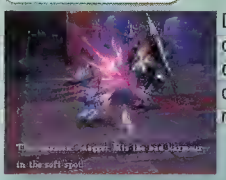
MP COST: 4

Deals damage and steals some HP at the same time.

PERSECUTTER

SKILL POINTS NEEDED: N/A — Put "Knifing Know-How" in character's inventory.

MP COST: 3



Deals heavy damage to confused or sleeping monsters.

Staff Skill

PRI MAR

TRIP OF A DEATHTIME

SKILL POINTS NEEDED: 7

MP COST: 0

Sends a group of enemies crashing to the ground.

CRUSHED ICE

SKILL POINTS NEEDED: 76

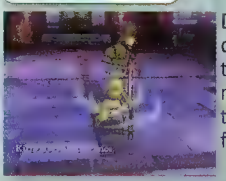
MP COST: 5

Deals four random icy blows in quick succession.

DELIVERANCE

SKILL POINTS NEEDED: 22

MP COST: 0



Deals heavy damage to a single monster of the zombie family.

COUNTER WAIT

SKILL POINTS NEEDED: N/A — Put "Staff Studies" in character's inventory.

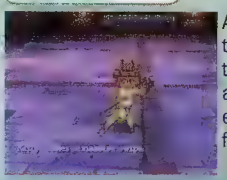
MP COST: 8

Lets the user dodge an enemy attack and strike right back.

PARTY POOPER

SKILL POINTS NEEDED: 42

MP COST: 0



A swing of the club that sends a group of enemies flying.

Whip Skill

WAR PRI MAG MAR THF MIN GLA PAL ARM RAN SAG LUM

HYPNOWHIP

SKILL POINTS NEEDED: 3

MP COST: 3

A loopy lash that sometimes confuses an enemy.

LASHINGS OF LOVE

SKILL POINTS NEEDED: 7

MP COST: 0

Group attack that deals heavy damage to humanoids.

TRAMMEL LASH

SKILL POINTS NEEDED: 22

MP COST: 3

A snap of the whip that can sometimes paralyse an enemy.

HIT THE HAY

SKILL POINTS NEEDED: 42

MP COST: 3

Whips a group of enemies into a snoring slumber.

SCHADENFREUDE

SKILL POINTS NEEDED: 76

MP COST: 5

Hurts a group of enemies while healing the user.

TWIN DRAGON LASH

SKILL POINTS NEEDED: 88

MP COST: 10

Randomly strikes a group of enemies twice.

SERPENT'S BITE

SKILL POINTS NEEDED: N/A Put "Working With Whips" in character's inventory.

MP COST: 16

Turns the whip into a snake that strikes a group of enemies.

Claw Skill

WAR PRI MAG MAR THF MIN GLA PAL ARM RAN SAG LUM

PROPELLER BLADE

SKILL POINTS NEEDED: 3

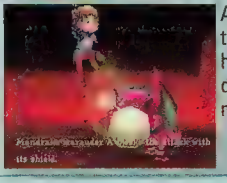
MP COST: 2

Slices through a single enemy like a swirling whirlwind.

CAN OPENER

SKILL POINTS NEEDED: 13

MP COST: 0



An attack that deals heavy damage to machines.

FLAILING NAILS

SKILL POINTS NEEDED: 35

MP COST: 0

Scratches an enemy four times in quick succession.

HARDCLAW

SKILL POINTS NEEDED: 58

MP COST: 0

Deals two heavy blows to an enemy in quick succession.

RAKE 'N' BREAK

SKILL POINTS NEEDED: 88

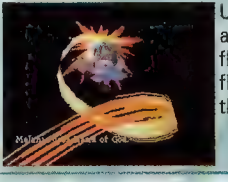
MP COST: 6

Strikes an enemy, removing all special status effects.

HAND OF GOD

SKILL POINTS NEEDED: N/A Put "The Core of the Claw" in character's inventory.

MP COST: 14



Unholy attack that flays foes' flesh from their bones.

Fan Skill

WAR PRI MAG MAR THF MIN GLA PAL ARM RAN SAG LUM

FLOWER POWER

SKILL POINTS NEEDED: 3
MP COST: 2

Sends forth a flurry of petals to perplex a group of enemies.

REVERSE CYCLE

SKILL POINTS NEEDED: 13
MP COST: 4

Sends breath attacks back to their source.

WATER SLAUGHTERER

SKILL POINTS NEEDED: 35
MP COST: 0

An attack that deals heavy damage to aquatic enemies.

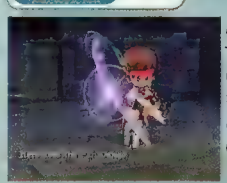
SCHIZOFANIC

SKILL POINTS NEEDED: 58
MP COST: 3

Severs the self in twain in order to evade attacks.

FAN DANGO

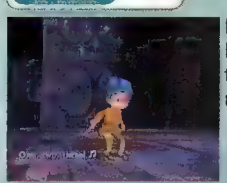
SKILL POINTS NEEDED: 88
MP COST: 8



A dance that deals damage randomly among enemies.

HUSTLE DANCE

SKILL POINTS NEEDED: N/A — Put "Further Fanmanship" in character's inventory.
MP COST: 0



Restores at least 70 HP to all party members.

Axe Skill

GLA RAN

POPLAR TOPPLER

SKILL POINTS NEEDED: 3
MP COST: 0

An attack that deals heavy damage to plants.

PARALLAX

SKILL POINTS NEEDED: 13
MP COST: 2

A focused strike that can paralyse an enemy.

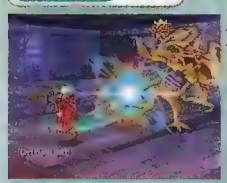
HELM SPLITTER

SKILL POINTS NEEDED: 35
MP COST: 0

Lowers an opponent's defence as it inflicts damage.

HATCHET MAN

SKILL POINTS NEEDED: 58
MP COST: 8



An attack that deals critical damage...if it connects.

AXES OF EVIL

SKILL POINTS NEEDED: 88
MP COST: 0

Generates a vortex that chews into a group of enemies.

WHOPPER CHOP

SKILL POINTS NEEDED: N/A — Put "Advanced Axecraft" in character's inventory.
MP COST: 16

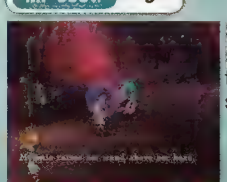
A critical strike that smashes into a single enemy.

Wand Skill

PRI MAG PAL ARM SAG

ANTIMAGIC

SKILL POINTS NEEDED: 7
MP COST: 3



Stops a single foe from casting spells.

BEELZEFREEZE

SKILL POINTS NEEDED: 22
MP COST: 0

Has a high chance of paralysing demons.

CADUCEUS

SKILL POINTS NEEDED: 42
MP COST: 2

Restores a fair bit of an ally's HP.

ZING STICK

SKILL POINTS NEEDED: N/A — Put "Wands and Beyond" in character's inventory.
MP COST: 8

Resurrects a fallen ally, but sometimes fails.

Hammer Skill

GLA | PAL

HEART BREAKER

SKILL POINTS NEEDED: 3

MP COST: 2

Sometimes makes the target miss its chance to attack.

PENNY PINCHER

SKILL POINTS NEEDED: 13

MP COST: 2

A special skill that sometimes steals gold from an enemy.

BAGSY LAST

SKILL POINTS NEEDED: 35

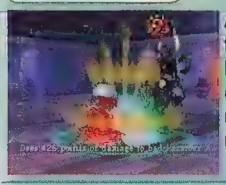
MP COST: 3

Allows the user to attack last of all.

MONSTER MASHER

SKILL POINTS NEEDED: 58

MP COST: 0



An attack that deals heavy damage to material monsters.

CRACKERWHACK

SKILL POINTS NEEDED: 88

MP COST: 12

Sends an earth-splitting tremor to attack all enemies.

BIG BANGA

SKILL POINTS NEEDED: N/A Put "Hardcore Hammering" in character's inventory.

MP COST: 16

An enormous explosion that engulfs all enemies.

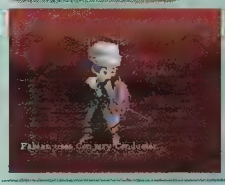
Bow Skill

ARM | RAN | SAG

CONJURY CONDUCTOR

SKILL POINTS NEEDED: 3

MP COST: 3

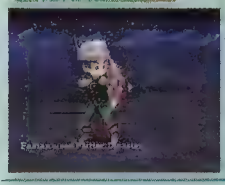


Fires an arrow that renders an enemy vulnerable to magic.

FLUTTER DISASTER

SKILL POINTS NEEDED: 13

MP COST: 0



An attack that deals heavy damage to birds.

NEEDLE SHOT

SKILL POINTS NEEDED: 35

MP COST: 1

Capable of felling an enemy instantly if a vital area is hit.

RAIN OF PAIN

SKILL POINTS NEEDED: 58

MP COST: 4

Sends a hail of arrows to rain down damage randomly.

HALLOWED ARROW

SKILL POINTS NEEDED: 88

MP COST: 0

Deals damage and steals some MP at the same time.

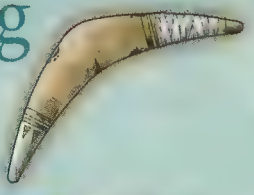
SHINING SHOT

SKILL POINTS NEEDED: N/A Put "Archery for the Adept" in character's inventory.

MP COST: 18

Arrow attack that showers all enemies with arrows of light.

Boomerang Skill

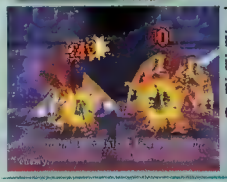


RAN SAG LUM

CROSSCUTTER THROW

SKILL POINTS NEEDED: 3

MP COST: 2

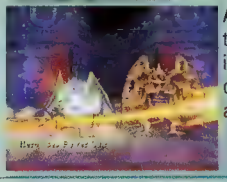


Traces an X in the air as it ploughs into the enemy.

POWER THROW

SKILL POINTS NEEDED: 7

MP COST: 4

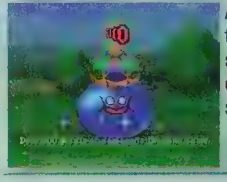


A full-force throw that inflicts damage on all enemies.

OOZE BRUISER

SKILL POINTS NEEDED: 22

MP COST: 0



An attack that deals serious damage to slimes.

STARBURST THROW

SKILL POINTS NEEDED: 42

MP COST: 6

Bathes all enemies in a shower of burning light.

FIREBIRD THROW

SKILL POINTS NEEDED: 58

MP COST: 4

Turns a boomerang into a firebird that burns all enemies.

METALICKER

SKILL POINTS NEEDED: 88

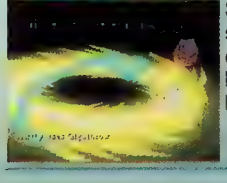
MP COST: 3

Slices through metal-bodied foes like butter.

GIGATHROW

SKILL POINTS NEEDED: N/A Put "The Boomerang Bible" in character's inventory.

MP COST: 16



Sears a single enemy with lashings of lightning.

Shield Skill

WAR PRI MAG MIN PAL ARM SAG LUM

BLOCKENSPIEL

SKILL POINTS NEEDED: 6

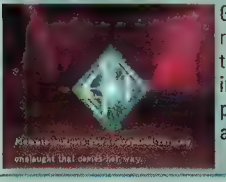
MP COST: 4

Attacks while still protecting the body with a shield.

DEFENDING CHAMPION

SKILL POINTS NEEDED: 18

MP COST: 3



Greatly reduces the damage inflicted by physical attacks.

IMMENSE DEFENCE

SKILL POINTS NEEDED: 32

MP COST: 4

A defensive stance that greatly boosts shield effectiveness.

MAGIC MIRROR

SKILL POINTS NEEDED: 40

MP COST: 4

Reflects enemy spells for several turns.

HOLY IMPREGNABLE

SKILL POINTS NEEDED: 66

MP COST: 4

A holy aura that stops negative status effects.

BACK ATCHA

SKILL POINTS NEEDED: 82

MP COST: 12

Stops an attack and strikes straight back at random.

Fisticuffs Skill

MAR THF GLA RAN

STONE'S THROW

SKILL POINTS NEEDED: 3

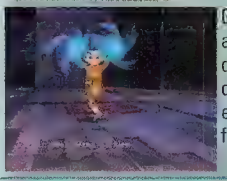
MP COST: 0

Hurls rocks at a single group of enemies.

WIND SICKLES

SKILL POINTS NEEDED: 13

MP COST: 0

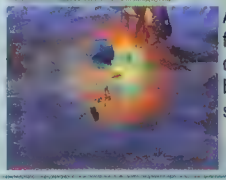


Group attack that deals extra damage to elemental foes.

KNUCKLE SANDWICH

SKILL POINTS NEEDED: 35

MP COST: 2

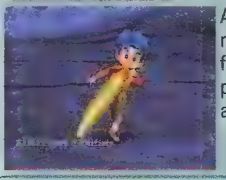


A powerful focused and damaging bare-fisted strike.

MULTIFISTS

SKILL POINTS NEEDED: 58

MP COST: 0



A rampant, random four-hit physical attack.

BOULDER TOSS

SKILL POINTS NEEDED: 88

MP COST: 8

Hurls a huge, great boulder at the enemy.

MIRACLE MOON

SKILL POINTS NEEDED: N/A Put "Fearsome Fisticuffing" in character's inventory.

MP COST: 16

Pummels all enemies while replenishing the caster's HP.

Courage Skill

WAR

WHIPPING BOY

SKILL POINTS NEEDED: 8

MP COST: 0

Puts the user in the line of fire to protect a pal.

WHISTLE

SKILL POINTS NEEDED: 28

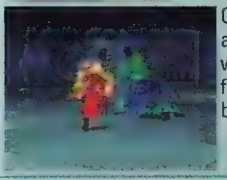
MP COST: 0

Summons monsters with a whistle.

BODY SLAM

SKILL POINTS NEEDED: 48

MP COST: 0



Crashes into an enemy with the full force of the body.

MORALE MASHER

SKILL POINTS NEEDED: 70

MP COST: 3

Attacks an enemy while also turning down its Tension.

ATTACK ATTACKER

SKILL POINTS NEEDED: 100

MP COST: 4

Attacks an enemy while also turning down its attack power.

Faith Skill

PRI

DIVINATION

SKILL POINTS NEEDED: 8

MP COST: 0

Tells its caster the experience needed to climb a level.

BENEDICTION

SKILL POINTS NEEDED: 28

MP COST: 2

Lifts a curse from a single ally.

ROTSTOPPER

SKILL POINTS NEEDED: 48

MP COST: 4

Protects the party from undead enemies' attacks.

ALMA MATER

SKILL POINTS NEEDED: 70

MP COST: 3

Offers up a prayer to prevent instant death attacks.

CARE PRAYER

SKILL POINTS NEEDED: 90

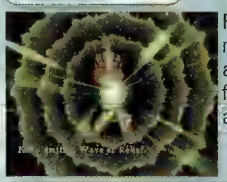
MP COST: 2

Offers up a prayer to increase magical mending.

WAVE OF RELIEF

SKILL POINTS NEEDED: N/A — Put "Priest's Primer" in character's inventory.

MP COST: 10



Removes most ailments from all allies.

Spellcraft Skill

MAG

WIZARD WARD

SKILL POINTS NEEDED: 8

MP COST: 5

Creates a barrier that protects the caster from magic.

SPOOKY AURA

SKILL POINTS NEEDED: 26

MP COST: 6

Reduces an enemy's resistance to magic.

FOCUS POCUS

SKILL POINTS NEEDED: 46

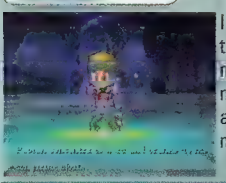
MP COST: 3

A meditative method for making more MP.

CHANNEL ANGER

SKILL POINTS NEEDED: 68

MP COST: 5



Increases the user's magical might by a major margin.

WEAKENING WAVE

SKILL POINTS NEEDED: N/A — Put "Mage's Manual" in character's inventory.

MP COST: 8

Makes all enemies much weaker than they were.

Focus Skill

MAR

WAR CRY

SKILL POINTS NEEDED: 4

MP COST: 0

A battle yell that paralyses a group of enemies with fear.

PSYCHE UP

SKILL POINTS NEEDED: 16

MP COST: 0

Focuses strength to increase the user's Tension.

MENS SANA

SKILL POINTS NEEDED: 32

MP COST: 2

Purges the user of all negative status effects.

MIND OVER MATTER

SKILL POINTS NEEDED: 55

MP COST: 1

Uses the power of the mind to protect against breath attacks.

MEDITATION

SKILL POINTS NEEDED: 82

MP COST: 3

Focuses the mind to restore at least 80 HP.

Acquisitiveness Skill

THF

HALF-INCH

SKILL POINTS NEEDED: 10

MP COST: 0

Sometimes steals an item from the target.

PITFALL

SKILL POINTS NEEDED: 22

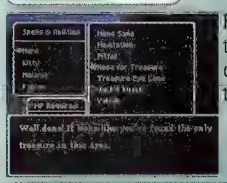
MP COST: 0

Digs a hole for friends and foes to fall into!

NOSE FOR TREASURE

SKILL POINTS NEEDED: 42

MP COST: 0

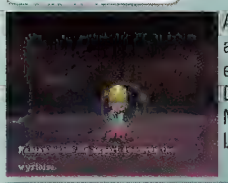


Reports the number of nearby treasures.

EYE FOR TROUBLE

SKILL POINTS NEEDED: 68

MP COST: 0



Augments an enemy's entry in the Defeated Monster List.

TREASURE EYE LAND

SKILL POINTS NEEDED: 100

MP COST: 2

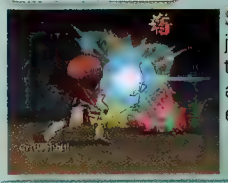
Shows the location of nearby treasure on the map.

Litheness Skill

HOT LICK

SKILL POINTS NEEDED: 4

MP COST: 2



Sends forth jets of flame to attack a single enemy.

PRATFALL

SKILL POINTS NEEDED: 16

MP COST: 0

Take a comedic dive to get a group of enemies laughing.

SOBERING SLAP

SKILL POINTS NEEDED: 32

MP COST: 2

A head-clearing clout that brings an ally to his or her senses.

TAP DANCE

SKILL POINTS NEEDED: 55

MP COST: 0

Do some nifty tappy-toeing to evade attack.

HAVE A BALL

SKILL POINTS NEEDED: 82

MP COST: 8

Batters the enemy with a breath-taking barrage of balls.

GRITTY DITTY

SKILL POINTS NEEDED: N/A Put "Minstrel's Manual" in character's inventory.

MP COST: 16

A rousing refrain that increases all allies' attack.

Guts Skill

CLAP TRAP

SKILL POINTS NEEDED: 10

MP COST: 1

A stinging slap across a single enemy's face.

DOUBLE UP

SKILL POINTS NEEDED: 22

MP COST: 0

Ditches defence to increase attack an impressive amount.

DOUBLE-EDGED SLASH

SKILL POINTS NEEDED: 42

MP COST: 0

Deals heavy damage to an enemy, but also hurts the user.

BLIND MAN'S BIFF

SKILL POINTS NEEDED: 68

MP COST: 4

Throws a wild, unfocused haymaker at a single enemy.

FEEL THE BURN

SKILL POINTS NEEDED: 100

MP COST: 6

Causes attacks to turn up the user's Tension.

Virtue Skill

PAL

PINCUSHION

SKILL POINTS NEEDED: 4

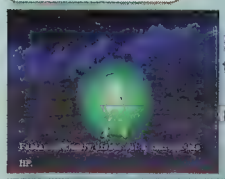
MP COST: 0

Sprouts protective spikes all over the user's body.

H-PATHY

SKILL POINTS NEEDED: 16

MP COST: 3

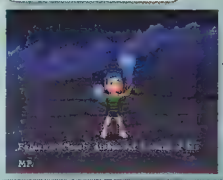


Donates some HP to a fellow party member.

M-PATHY

SKILL POINTS NEEDED: 32

MP COST: 0



Donates some MP to a fellow party member.

SELFLESSNESS

SKILL POINTS NEEDED: 55

MP COST: 0

Step in to take a blow for a party member in peril.

FORBEARANCE

SKILL POINTS NEEDED: 82

MP COST: 0

Stand steadfast in order to protect allies from attack.

SOLAR FLAIR

SKILL POINTS NEEDED: N/A Put "Paladin's Primer" in character's inventory.

MP COST: 30

Sends a searing nebula to engulf a group of enemies.

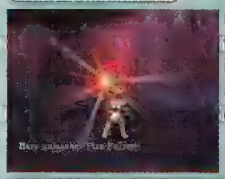
Fource Skill

ARM

FIRE FOURCE

SKILL POINTS NEEDED: 4

MP COST: 4

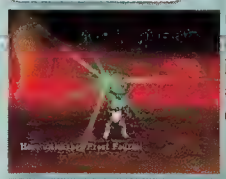


Channels fire to increase attack and defence.

FROST FOURCE

SKILL POINTS NEEDED: 16

MP COST: 4

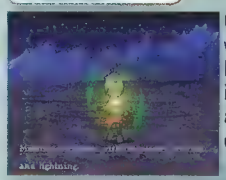


Channels ice to increase attack and defence.

GALE FOURCE

SKILL POINTS NEEDED: 32

MP COST: 4



Channels wind and lightning to increase attack and defence.

FUNEREAL FOURCE

SKILL POINTS NEEDED: 55

MP COST: 4

Channels darkness and earth to boost attack and defence.

LIFE FOURCE

SKILL POINTS NEEDED: 82

MP COST: 4

Channels light to increase attack and defence.

Ruggedness Skill

RAN

SOOTHE SAYER

SKILL POINTS NEEDED: 4

MP COST: 2

Calming words that can quell an enemy's rage.

MERCY

SKILL POINTS NEEDED: 16

MP COST: 0

Gives weak enemies a chance to escape.

VANISH

SKILL POINTS NEEDED: 32

MP COST: 3

Hides the user from monsters and mortals alike.

MIST ME

SKILL POINTS NEEDED: 55

MP COST: 5

Calls forth a fog that flummoxes enemy attacks.

WOLF WHISTLE

SKILL POINTS NEEDED: 82

MP COST: 16

Calls on wild wolves to wallop the enemy twice.

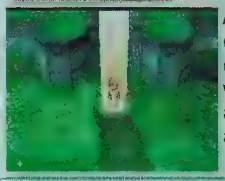
Enlightenment Skill

SAG

JACK'S KNACK

SKILL POINTS NEEDED: 10

MP COST: 3



Allows the caster to change vocations anywhere, any time.

RIGHT AS RAIN

SKILL POINTS NEEDED: 22

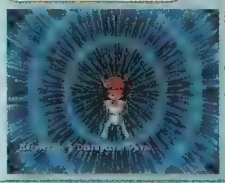
MP COST: 6

Causes a holy rain to fall, healing all allies a little.

DISRUPTIVE WAVE

SKILL POINTS NEEDED: 42

MP COST: 10



Removes all magical effects from all enemies.

CASTER SUGAR

SKILL POINTS NEEDED: 68

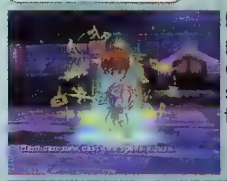
MP COST: 8

Increase magical might and magical mending.

TWOCUS POCUS

SKILL POINTS NEEDED: N/A — Put "Sage's Scripture" in character's inventory.

MP COST: 10



Makes it possible to cast two spells a turn for awhile.

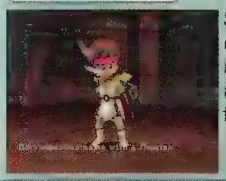
Je Ne Sais Quoi Skill

LUM

AUTOGRAPH

SKILL POINTS NEEDED: 10

MP COST: 0

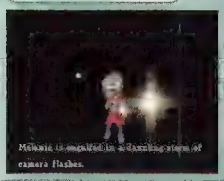


Stings an enemy with a signature and the user for 50G.

SCANDAL EYES

SKILL POINTS NEEDED: 22

MP COST: 3



Flashes a dazzling look that blinds a group of enemies.

EXTREME MAKEOVER

SKILL POINTS NEEDED: 42

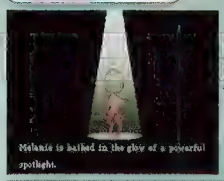
MP COST: 2

Uses professional make-up techniques to boost charm.

EYES ON ME

SKILL POINTS NEEDED: 68

MP COST: 6



Draws enemy attention to the user alone.

DISCO STEW

SKILL POINTS NEEDED: 100

MP COST: 15

A dance so dangerous that it damages all enemies.

GOLD RUSH

SKILL POINTS NEEDED: N/A Put "Luminary's Lore" in character's inventory.

MP COST: 0

Spend 1000 gold coins to deal some distinctive damage!

Hero Skill

EGG ON

SKILL POINTS NEEDED: N/A The hero/heroine of the game starts with this ability.

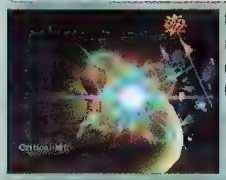
MP COST: 0

Encourages an ally and increases his or her Tension.

Coup de Grâce

CRITICAL CLAIM

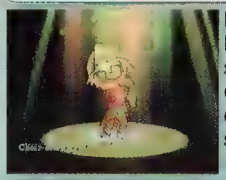
VOCATON: WARRIOR



Cranks out a critical hit every time. Cracking!

CHOIR OF ANGELS

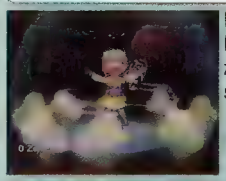
VOCATON: PRIEST



Heals allies' HP and status effects in one fell swoop.

oZONE

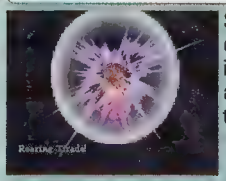
VOCATON: MAGE



Reduces MP cost to zero for a short while.

ROARING TIRADE

VOCATON: MARTIAL ARTIST



Shocks enemies into inaction and turns up the Tension.

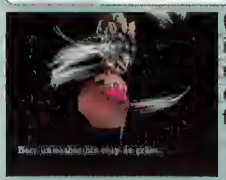
ITEMISED KILL

VOCATON: THIEF

Makes after-battle items an absolute certainty.

ROUGH 'N' TUMBLE

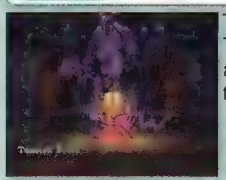
VOCATON: MINSTREL



Greatly increases evasion and counterattack frequency.

TENSION BOOST

VOCATON: GLADIATOR



Turns the Tension up a notch or ten!

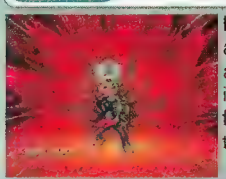
VOICE OF EXPERIENCE

VOCATON: ARMAMENTALIST

Gives the user the chance to earn a lot more experience.

KNIGHT WATCH

VOCATON: PALADIN



Renders all enemy attacks ineffective for a turn or two.

SPELLY BREATH

VOCATON: SAGE

An enchanted exhalation that restores lost MP.

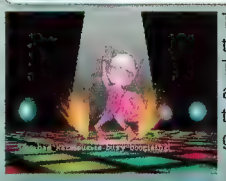
BROWNIE BOOST

VOCATON: RANGER

Boosts attack, defence, and breath-attack resistance.

DISCO TECH

VOCATON: LUMINARY



Turns up the user's Tension and gets the enemy grooving.

Co-op de Grâce

QUADRASLASH

VOCATON: WARRIOR/RANGER

All four friends join forces to inflict formidable damage!

ELECTRO LIGHT

VOCATON: MINSTREL/ LUMINARY

Metamorphoses all enemies into metal monsters!

OMNIPOTENSE

VOCATON: MARTIAL ARTIST/GLADIATOR

Turns up everyone's Tension in a trice!

HAULELLUJAH

VOCATON: ARMAMENTALIST/THIEF

A chance to earn extra experience, items, and gold!

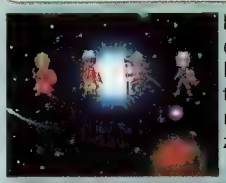
SOUL ASYLUM

VOCATON: PALADIN/PRIEST

Summons a sainted soul that makes everyone invincible!

CAST AWAY

VOCATON: MAGE/SAGE



Reduces everyone's MP cost to a very reasonable zero!

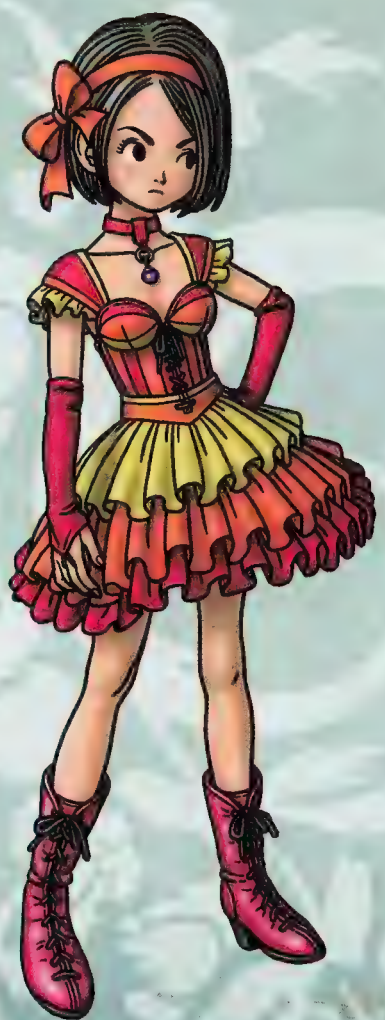
ACTIVATING COUP DE GRÂCE

During a fight, after performing an action or being attacked, the Coup de Grâce command may become available. Select this action to perform a special ability. This ability is unique for each vocation. The Coup de Grâce command becomes available to each party member once they reach level 10.

LEVEL	NUMBER OF TURNS BEFORE LOSING THE COUP DE GRÂCE
10-24	6
25-49	7
50-74	8
75-99	9

The Coup de Grâce stays available for a short time, depending on the character's level. When the command turns orange, you have only one more turn to use it. The following table shows how many turns you have to use the command depending on the character's level.

If all four members of your party select the Coup de Grâce command, you get the opportunity to execute an even stronger ability called Co-Op de Grâce. This brings up all of the possible Co-Op de Grâce commands that can be performed, depending on the vocations of your party members. See the list in this section for the possible combinations.



Accolades

GROTTO ACCOLADES

These accolades are awarded for completing the grottoes and defeating the bosses within.

NAME	DESCRIPTION
CELESTIAL SENTRY	Awarded to the hero on the occasion of his/her victory over various renowned denizens of the depths.
HERALDED HERO/HERALDED HEROINE	Awarded to the hero to commemorate his/her victory over a grotto boss of level 25 or above.
SUPERHERO/SUPERHEROINE	Awarded to the hero to commemorate his/her victory over a grotto boss of level 50 or above.
HEAVENLY HERO/HEAVENLY HEROINE	Awarded to the hero to commemorate his/her victory over a grotto boss of level 75 or above.
LEGENDARY HERO/LEGENDARY HEROINE	Awarded to the hero to commemorate his/her victory over a grotto boss of level 99.
SPELUNKER	Presented to the hero for clearance of a grotto of level 25 or above.
SPUNKY SPELUNKER	Presented to the hero for clearance of a grotto of level 50 or above.
SPELUNKING SPECIALIST	Presented to the hero for clearance of a grotto of level 75 or above.
SUPREME SPELUNKER	Presented to the hero for clearance of a grotto of level 99 or above.
CAVE DWELLER	Awarded to the hero on the occasion of his/her 10th grotto clearance.
CAVE CRAVER	Awarded to the hero on the occasion of his/her 50th grotto clearance.
FROM CRADLE TO CAVE	Awarded to the hero on the occasion of his/her 100th grotto clearance.
STALAG MIGHTY	Awarded to the hero on the occasion of his/her 500th grotto clearance.
CAVING LUNATIC	The Cavers' Cooperative would like to congratulate the hero for the outstanding achievement of completing 1000 grottoes.

QUEST COMPLETION

Complete each of the 184 quests to earn all of these accolades.

NAME	DESCRIPTION
SERVICE PROVIDER	Awarded to the hero for his/her community-spirited completion of 20 quests.
HELPING HAND	Awarded to the hero for his/her dedicated completion of 50 quests.
SELFLESS SOUL	Awarded to the hero for his/her display of commitment to helping the needy in completing 100 quests.
FAIRY GODFATHER/FAIRY GODMOTHER	Awarded to the hero in recognition of the 150 quests he/she has undertaken on behalf of the needy.
FATHER QUESTMAS/MOTHER QUESTMAS	Awarded to the hero on the occasion of his/her eradication of need from the world with the completion of the final quest.

PARTY TRICKS

Find all of the party tricks and use each one.

NAME	DESCRIPTION
EXPRESSIONIST	Awarded to the hero for the commitment to clear communication proven by putting in the time to practice to perfection all the party tricks there are.

ALCHENOMICON

Find all of the recipes throughout the world and use the Krak Pot to create various items—2000 items to earn all of these accolades.

NAME	DESCRIPTION
COMMIS CHEF	Awarded to the hero for the successful completion of 10% of the recipes recorded in the Alchenomicon.
CHEF DE PARTIE	Awarded to the hero for the successful completion of 25% of the recipes recorded in the Alchenomicon.
SOUS CHEF	Awarded to the hero for the successful completion of 50% of the recipes recorded in the Alchenomicon.
CHEF D'ALCHIMIE	This award for advanced alchemical artistry is presented to the hero for the successful completion of 75% of the recipes recorded in the Alchenomicon.
CRÈME DE LA CRÈME	The Foundation for Alchemical Excellence hereby commends the hero for a lifetime of achievement, and the completion of all recipes in the Alchenomicon.
AMATEUR ALCHEMIST	Presented to the hero in recognition of his/her completion of 50 alchemical experiments.
ENTHUSIASTIC ALCHEMIST	Presented to the hero to commemorate his/her completion of 100 alchemical experiments.
AVID ALCHEMIST	Presented to the hero on the occasion of his/her 250th alchemical experiment.
ALCHEMANIAC	Awarded to the hero for the completion of his/her 500th alchemical experiment.
ALCHEHOLIC	Awarded to the hero for the continued commitment to alchemy demonstrated by his/her 1000 alchemical experiments.
KRAK POT CRACKPOT	The hero is hereby commended for outstanding devotion to the practice of alchemy with the completion of his/her 2000th alchemical experiment.

HOURS OF GAMEPLAY

You need to put in plenty of hours to earn the following accolades—both by yourself and with friends.

NAME	DESCRIPTION
SEASONED TRAVELLER	This award is presented to the hero for 100 hours of rambling, roving, toing, and froing.
SIGHTSEER	This award is presented to the hero for 250 hours spent travelling uphill, down dale, across continents, and overseas.
WAYFARER	This award is presented to the hero for being dedicated enough to his/her dreams of adventure to devote 500 hours of his/her life to fulfilling them.
GLOBETROTTER	Awarded to the hero for a distinguished career in adventuring spanning more than 750 hours.
WANDERLUSTER	The Federation of Associated Rambles congratulates the hero on a lifetime of roaming, roving, and wandering. Long may his/her travels continue!
CONSTANT COMPANIONS	Presented to the hero and company to commemorate 100 hours of allied adventuring.
FIRM FRIENDS	Presented to the hero and company to commemorate 250 exciting hours of united adventuring.
BEST BUDDIES	Presented to the hero and company to commemorate 500 fruitful hours of amicable adventuring.
OLDEST AND GOLDEST	Presented to the hero and company in recognition of the 750 hours they have devoted to developing an unbreakable bond of friendship.
FRIENDS TO THE END	Presented to the hero and company in recognition of the continuing commitment to companionable conquest spanning 1000 unforgettable hours.

VICTORIES

Win 10000 fights to get all of the following accolades.

NAME	DESCRIPTION
VICTOR/VICTORIA	Presented to the hero on the occasion of his/her 100th victory in battle.
ON-FIRE FIGHTER	Presented to the hero for 500 victories on the field of battle.
WINNING STREAKER	Presented to the hero for the achievement of 1000 victories on the battlefield.
WIN-A-LOT PRIME	Awarded to the hero for a career in combat consisting of a considerable 5000 victories.
WINVINCIBLE	The hero is hereby inducted into the Hero's Hall of Fame for the extraordinary feat of winning 10000 fights.

ACCOLADES EARNED

Earn accolades to get even more accolades—300 of the 442 to get all 5 of these.

NAME	DESCRIPTION
NAME DROPPER	Presented to the hero for earning 10 incredible accolades.
GLORY HUNTER	Presented to the hero to commemorate the conferral upon his/her of 50 fine accolades.
MAN OF MANY NAMES/WOMAN OF MANY NAMES	Presented to the hero in recognition of a list of 100 incomparable accolades.
TITLED PEER	Presented to the hero for amassing a monstrous morass of 200 monikers.
TITAN OF TITLES	This honorific accolade is awarded to the hero for the accrual of an incredible 300 outstanding accolades.

HOLIDAY PACKAGES

Set up auctions with Sellma in the Stornway Inn and sell 1000 items total to get the following.

NAME	DESCRIPTION
COLD CALLER	Awarded to the hero for the successful sale of 50 holiday packages.
DEAL CLOSER	Awarded to the hero for closing 100 holiday package deals. Keep on selling, winners!
SALESPERSON OF THE WEEK	Awarded to the hero on the completion of his/her 300th holiday package sale and admission to the Winner's Club.
TOP SELLER	Awarded to the hero for the total commitment to the tourist industry demonstrated by his/her 500 holiday package sales.
CELESTIAL SALESPERSON	Awarded to the hero for topping the Closer's League Table with a whopping 1000 holiday package sales.

BESTIARY COMPLETION

Defeat all of the monsters in the game to complete your bestiary.

NAME	DESCRIPTION
HUNTSMAN/HUNTSWOMAN	Presented to the hero for triumphing over 10% of the creatures on the defeated monster list.
HUNTER GATHERER	Presented to the hero for trouncing 25% of the troublesome targets on the defeated monster list.
TOP TRACKER	Presented to the hero for finishing off 50% of the foul fiends on the defeated monster list.
HEAD HUNTER	Presented to the hero for slaughtering a stunning 75% of the fearsome foes on the defeated monster list.
BIG GAME HUNTER	Presented to the hero for having stalked and slaughtered at least one of every single species of monster.

ITEM COLLECTION

Find examples of every item in the *Dragon Quest IX* world to get these two accolades.

NAME	DESCRIPTION
ITEMISER	Awarded to the hero for familiarising his/herself with a full 50% of all known items.
KING OF COLLECTORS/QUEEN OF COLLECTORS	Awarded to the hero for acquiring an example of every item available anywhere in the world.

WARDROBE

Purchase or find all of the weapons, armour, and accessories to get five more accolades.

NAME	DESCRIPTION
FOLLOWER OF FASHION	Presented to the hero for a wardrobe covering 10% of all equippable items.
CLOTHES HORSE	Presented to the hero for a well-stocked wardrobe containing 25% of all equippable items.
TRENDSPOTTER	Presented to the hero for a collection of couture comprising 50% of all equippable items.
TRENDSETTER	Presented to the hero for finding a feast of fashion items and filling 75% of his/her wardrobe.
FASHIONISTA	Presented to the hero for demonstrating a fondness for fashion so fierce that he/she filled his/her wardrobe with every equippable item out there.

RESURRECTION

You must Resurrect any dead party members at a church to get these accolades.

NAME	DESCRIPTION
REGULAR CHURCHGOER	Awarded to the hero by his/her new best friend, the priest, on the occasion of his/her 10th death-defying brush with defeat.
COFFIN DODGER	Awarded to the hero as a token of gratitude for his/her continued support of the church roof fund, which has been helped greatly by his/her 50 defeats.
DAUNTLESS DEADBEAT	Awarded to the hero by the Church Association for Soliciting Help, in gratitude for the unprecedented contributions garnered from his/her countless defeats in battle.

BANK DEPOSIT

Deposit 10,000,000 gold coins at the bank to earn five more accolades.

NAME	DESCRIPTION
WHITE STICKER SAVER	The Rainbow's End Group congratulates the hero for becoming a white sticker saver by depositing 100000 gold coins in the bank!
BLUE STICKER SAVER	Well done to the hero for putting 500000 gold coins into his/her bank account and becoming a blue sticker saver! Keep up the good work!
RED STICKER SAVER	A million coins saved! That's just great! The hero is now a red sticker saver and a millionaire! Don't spend it all at once!
SILVER STICKER SAVER	Silver sticker savers are those boys and girls who are good enough with their pocket money to put five million gold coins in a very safe place. Congratulations, the hero!
GOLD STICKER SAVER	The hero has been born such a good guy/gal that he/she has managed to save ten million gold coins, making his/her a Rainbow's End gold sticker saver! Hooray!

TITLES

Do the following to earn titles and accolades.

NAME	DESCRIPTION
HERBALIST	Presented to the hero by the Herbalists' Institute for Potions, Poultices, and Infused Extracts for furthering the cause of herbal medicine. Purchase 100 medicinal herbs to earn this title.
HAPPY-GO-LUCKY	Presented to the hero on the occasion of his/her being touched by the lucky stick. Win an amount of battles that ends up with all the numbers being the same (like 222, 333, 444, etc.) and check your battle records.
BIRTHDAY BOY/BIRTHDAY GIRL	Happy birthday to you, Happy birthday to you, Happy birthday dear the hero, Happy birthday tooo yoooooou! Simply play on your birthday to get this achievement—or change the date/birthday on your system to match.

LEVEL UP

Reach level 99 in each of the 12 vocations to get the following.

NAME	DESCRIPTION
FIELD MARSHAL	Presented to the hero to commemorate his/her attainment of the maximum level possible for a warrior.
ARCHDEACON	Presented to the hero to commemorate his/her attainment of the maximum level possible for a priest.
GRAND WIZARD	Presented to the hero to commemorate his/her attainment of the maximum level possible for a mage.
GRANDMASTER	Presented to the hero to commemorate his/her attainment of the maximum level possible for a martial artist.
BANDIT KING/BANDIT QUEEN	Presented to the hero to commemorate his/her "attainment" of the maximum level possible for a thief.
BARD OF HIGH REGARD	Presented to the hero to commemorate his/her attainment of the maximum level possible for a minstrel.
GLADIUS MAXIMUS	Presented to the hero to commemorate his/her attainment of the maximum level possible for a gladiator.
CASTER BLASTER	Presented to the hero to commemorate his/her attainment of the maximum level possible for an armamentalist.
KNIGHT BANNERET	Presented to the hero to commemorate his/her attainment of the maximum level possible for a paladin.
ECO WARRIOR	Presented to the hero to commemorate his/her attainment of the maximum level possible for a ranger.
MAHATMA	Presented to the hero to commemorate his/her attainment of the maximum level possible for a sage.
SUPERSTAR	Presented to the hero to commemorate his/her attainment of the maximum level possible for a luminary.

REVOCATION

Change your vocation to each vocation so many times to get these accolades. Your vocation can be changed as many times as you want, but these accolades require getting to level 99, then starting the vocation level over with stats intact. This can be done 10 times.

NAME	DESCRIPTION
CEASELESS SWORDSMAN/ CEASELESS SWORDSWOMAN	Awarded to the hero for becoming the ultimate fighter by undergoing revocation as a soldier the maximum number of times.
PERPETUAL PRIEST	Awarded to the hero for becoming a master among ministers by undergoing revocation as a priest the maximum number of times.
STEADFAST CASTER	Awarded to the hero for working as hard as a wizard by undergoing revocation as a mage the maximum number of times.
BORN-AGAIN BRAWLER	Awarded to the hero for undergoing revocation as a martial artist the maximum number of times.
CAREER CRIMINAL	Awarded to the hero for becoming a legendary larcener by undergoing revocation as a thief the maximum number of times.
BOUNDLESS BARD	Awarded to the hero for becoming a practised performer by undergoing revocation as a minstrel the maximum number of times.
UNDEFEATED CHAMPION	Awarded to the hero for becoming an idol of the arena by undergoing revocation as a gladiator the maximum number of times.
ENDLESS ARMAMENTALIST	Awarded to the hero for mastering the spell and the sword by undergoing revocation as an armamentalist the maximum number of times.
A KNIGHT TO REMEMBER	Awarded to the hero for becoming a paragon of chivalry by undergoing revocation as a paladin the maximum number of times.
CONSTANT GARDENER	Awarded to the hero for demonstrating an abiding love for nature by undergoing revocation as a ranger the maximum number of times.
KARMA KARMELEON	Awarded to the hero for becoming one with the world by undergoing revocation as a sage the maximum number of times.
LIMITLESS LUMINARY	Awarded to the hero for shining bright among the stars by undergoing revocation as a luminary the maximum number of times.

FASHION

The following accolades require you to equip your hero with specific weapons and armour.

NAME	DESCRIPTION AND EQUIPMENT	
[illegible]	Presented to the hero for following a fashion path of [illegible] and dressing [illegible] with notable nonchalance.	
	Weapon: mega-magical mace/gusterang	Arms: warrior's gloves/matador gloves
	Shield: flame shield/boss shield	Legs: blue jeans/sturdy slacks
	Head: Mercury's bandana/top hat	Feet: cowboy boots/starlet sandals
	Torso: shipmate's shirt/dragon robe	Accessory: slime earrings/pink pearl
PRINCE OF POSERS/PRINCESS OF POSERS	Presented to the hero for not being afraid to look good [illegible] sporting only the [illegible] of vestments.	
	Weapon: halberd/cobra claws	Arms: dragon warrior gloves/mental mittens
	Shield: dragon shield/ogre shield	Legs: dragon warrior trousers/dragon trousers
	Head: dragon warrior's helm/veteran's helm	Feet: dragon warrior boots/saintly sollerets
	Torso: dragon warrior armour/dragon mail	Accessory: mighty armlet/brainy bracer
LADYKILLER/MAN MAGNET	Presented to the hero for taking every opportunity to dress to impress the opposite sex by wearing only the most alluring apparel.	
	Weapon: falcon knife earrings/friendly fan	Arms: mayoress's mittens/gorgeous gloves
	Shield: kitty shield/slime shield	Legs: sorcerer's slacks/magical skirt
	Head: cat ears/magical hat	Feet: siren sandals/starlet sandals
	Torso: maid outfit/shimmering dress	Accessory: bunny tail/pink pearl
COOL CUSTOMER/AUSTERE BEAUTY	Presented to the hero for keeping a calm head and an aloof expression when all about his/her are [illegible] sang froid.	
	Weapon: blowy bow/icicle dirk	Arms: Einhänder/battler's bracers
	Shield: ice shield/dark shield	Legs: swordsman's slacks/battle britches
	Head: musketeer hat/steely sweatband	Feet: hip boots/cowboy boots
	Torso: mirror armour/sacred armour	Accessory: monarchic mark/brainy bracer
SIMPLE SIMON/SIMPLE SIMONE	Presented to the hero for maintaining an all-pervading air of unimpeachable naivete that needs no embellishment.	
	Weapon: sadistick/giant's hammer	Arms: heavy handwear/gloomy gloves
	Shield: dragon shield/boss shield	Legs: blue jeans/steppe steppers
	Head: hermetic hat/minotaur helm	Feet: classy clogs/agiliboots
	Torso: dark robe/jaguarment	Accessory: utility belt/elfin charm
DISTINGUISHED GENTLEMAN/SOCIETY LADY	Presented to the hero for dressing so uniquely chicly that others can only kneel down before his/her in awe.	
	Weapon: rapier/Sceptre of Gitt	Arms: gorgeous gloves/mayoress's mittens
	Shield: platinum shield/white knight's shield	Legs: swordsman's slacks/snazzy skirt
	Head: musketeer hat/spellward circlet	Feet: hip boots/saintly sollerets
	Torso: twinkling tuxedo/shimmering dress	Accessory: bow tie/monarchic mark

THE SKILLS

These accolades are earned for putting skill points into the specified skills. Each time you gain a benefit, you get the next accolade.

NAME	DESCRIPTION	SKILL POINTS
SWORDSMAN/SWORDSWOMAN	Awarded to the hero for earning his/her grade 1 sword proficiency certificate.	3
SKILLED SWORDSMAN/SKILLED SWORDSWOMAN	Awarded to the hero for earning his/her grade 2 sword proficiency certificate.	7
FINE FENCER	Awarded to the hero for earning his/her grade 3 sword proficiency certificate.	13
FAB FENCER	Awarded to the hero for earning his/her grade 4 sword proficiency certificate.	22
CUT 'N' THRUSTER	Awarded to the hero for earning his/her grade 5 sword proficiency certificate.	35
FAMED FENCER	Awarded to the hero for earning his/her grade 6 sword proficiency certificate.	42
BLINDING BLADE	Awarded to the hero for earning his/her grade 7 sword proficiency certificate.	58
BLISTERING BLADE	Awarded to the hero for earning his/her grade 8 sword proficiency certificate.	76
SWORD SAINT	Awarded to the hero for earning his/her grade 9 sword proficiency certificate.	88
LORD OF THE SWORD/SWORDERELLA	Awarded to the hero for earning his/her full sword proficiency certificate.	100
LANCER	Awarded to the hero for earning his/her grade 1 spear proficiency certificate.	3
PRACTICAL POKER	Awarded to the hero for earning his/her grade 2 spear proficiency certificate.	7
ADVANCED LANCER	Awarded to the hero for earning his/her grade 3 spear proficiency certificate.	13

THE SKILLS (CONTINUED)

NAME	DESCRIPTION	SKILL POINTS
SINCERE SPEAR	Awarded to the hero for earning his/her grade 4 spear proficiency certificate.	22
FLASH LANCER	Awarded to the hero for earning his/her grade 5 spear proficiency certificate.	35
LANCE-A-LOT	Awarded to the hero for earning his/her grade 6 spear proficiency certificate.	42
FIERCE PIERCER	Awarded to the hero for earning his/her grade 7 spear proficiency certificate.	58
SEARING SPEAR	Awarded to the hero for earning his/her grade 8 spear proficiency certificate.	76
SMOKIN' POKER	Awarded to the hero for earning his/her grade 9 spear proficiency certificate.	88
LORD OF THE LANCE/LADY OF THE LANCE	Awarded to the hero for earning his/her full spear proficiency certificate.	100
KNIFER	Awarded to the hero for earning his/her grade 1 knife proficiency certificate.	3
DAGGER WAGGLER	Awarded to the hero for earning his/her grade 2 knife proficiency certificate.	7
SHIV SHOVER	Awarded to the hero for earning his/her grade 3 knife proficiency certificate.	13
SWANKY SHANKER	Awarded to the hero for earning his/her grade 4 knife proficiency certificate.	22
STRUTTIN' CUTTER	Awarded to the hero for earning his/her grade 5 knife proficiency certificate.	35
ESTABLISHED STABBER	Awarded to the hero for earning his/her grade 6 knife proficiency certificate.	42
SWAGGERING DAGGERER	Awarded to the hero for earning his/her grade 7 knife proficiency certificate.	58
KNIFE KNIGHT	Awarded to the hero for earning his/her grade 8 knife proficiency certificate.	76
DOYEN OF DAGGERS/DOYENNE OF DAGGERS	Awarded to the hero for earning his/her grade 9 knife proficiency certificate.	88
KNOW-IT-ALL KNIFER	Awarded to the hero for earning his/her full knife proficiency certificate.	100
SHIELD WIELDER	Awarded to the hero for earning his/her grade 1 shield proficiency certificate.	6
BEATER BLOCKER	Awarded to the hero for earning his/her grade 2 shield proficiency certificate.	12
BODY GUARD	Awarded to the hero for earning his/her grade 3 shield proficiency certificate.	18
PUBLIC DEFENDER	Awarded to the hero for earning his/her grade 4 shield proficiency certificate.	25
HARDY GUARDIAN	Awarded to the hero for earning his/her grade 5 shield proficiency certificate.	32
MANAGING PROTECTOR	Awarded to the hero for earning his/her grade 6 shield proficiency certificate.	40
EXECUTIVE PROTECTOR	Awarded to the hero for earning his/her grade 7 shield proficiency certificate.	52
MAGNETIC SHIELD	Awarded to the hero for earning his/her grade 8 shield proficiency certificate.	66
STONEWALLER	Awarded to the hero for earning his/her grade 9 shield proficiency certificate.	82
GUARDIAN FORCE	Awarded to the hero for earning his/her full shield proficiency certificate.	100
COURAGEOUS KID	Presented to the hero for grade 1 achievements in Courage.	8
PLUCKY DEVIL	Presented to the hero for grade 2 achievements in Courage.	16
BOLD SOUL	Presented to the hero for grade 3 achievements in Courage.	28
BRAVE HEART	Presented to the hero for grade 4 achievements in Courage.	40
INTREPID ADVENTURER	Presented to the hero for grade 5 achievements in Courage.	48
STOUT-HEARTED SORT	Presented to the hero for grade 6 achievements in Courage.	56
GALLANT GUY/GALLANT GIRL	Presented to the hero for grade 7 achievements in Courage.	70
VALIANT COMBATANT	Presented to the hero for grade 8 achievements in Courage.	80
VALOROUS VANQUISHER	Presented to the hero for grade 9 achievements in Courage.	90
PEERLESSLY FEARLESS	Presented to the hero for accomplishing all possible feats of Courage.	100
BOY WANDER/GIRL WANDER	Awarded to the hero for earning his/her grade 1 wand proficiency certificate.	3
WANDSMAN/WANDSWOMAN	Awarded to the hero for earning his/her grade 2 wand proficiency certificate.	7
WAND WAVER	Awarded to the hero for earning his/her grade 3 wand proficiency certificate.	13
WAND AMBITION	Awarded to the hero for earning his/her grade 4 wand proficiency certificate.	21
FOND OF THE WAND	Awarded to the hero for earning his/her grade 5 wand proficiency certificate.	31
WEIGHTY WANDSMAN/WEIGHTY WANDSWOMAN	Awarded to the hero for earning his/her grade 6 wand proficiency certificate.	44
WILD BLUE WANDER	Awarded to the hero for earning his/her grade 7 wand proficiency certificate.	57
WAND FROM BEYOND	Awarded to the hero for earning his/her grade 8 wand proficiency certificate.	70
WANDERING STAR	Awarded to the hero for earning his/her grade 9 wand proficiency certificate.	84
WONDER WANDER	Awarded to the hero for earning his/her full wand proficiency certificate.	100
MEMBER OF STAFF	Awarded to the hero for earning his/her grade 1 staff proficiency certificate.	3
POLE SOLDIER	Awarded to the hero for earning his/her grade 2 staff proficiency certificate.	7
POLEARMOURER	Awarded to the hero for earning his/her grade 3 staff proficiency certificate.	13
STAFF SERGEANT	Awarded to the hero for earning his/her grade 4 staff proficiency certificate.	22
BATON TWIRLER	Awarded to the hero for earning his/her grade 5 staff proficiency certificate.	35
BATON BATTERER	Awarded to the hero for earning his/her grade 6 staff proficiency certificate.	42
STAFF-AND-A-HALF	Awarded to the hero for earning his/her grade 7 staff proficiency certificate.	58
STICK-IN-THE-HEAD	Awarded to the hero for earning his/her grade 8 staff proficiency certificate.	76
POLE STAR	Awarded to the hero for earning his/her grade 9 staff proficiency certificate.	88
CHIEF OF STAFF	Awarded to the hero for earning his/her full staff proficiency certificate.	100
BELIEVER	Presented to the hero for grade 1 achievements in Faith.	8
ACOLYTE/POSTULANT	Presented to the hero for grade 2 achievements in Faith.	16
MENDICANT/VOTARY	Presented to the hero for grade 3 achievements in Faith.	28
PARISH PRIEST/NUN OF THE PARISH	Presented to the hero for grade 4 achievements in Faith.	40
PRESBYTER/MISSIONARY	Presented to the hero for grade 5 achievements in Faith.	48

NAME	DESCRIPTION	SKILL POINTS
ABBOT/ABBESS	Presented to the hero for grade 6 achievements in Faith.	56
BISHOP/PRIORESS	Presented to the hero for grade 7 achievements in Faith.	70
ARCHBISHOP/MOTHER SUPERIOR	Presented to the hero for grade 8 achievements in Faith.	80
CARDINAL/BEATIFICANT	Presented to the hero for grade 9 achievements in Faith.	90
SAINT	Presented to the hero for developing unshakeable Faith.	100
WHIPPER-SNAPPER	Awarded to the hero for earning his/her grade 1 whip proficiency certificate.	3
LASHING LAD/LASHING LASS	Awarded to the hero for earning his/her grade 2 whip proficiency certificate.	7
MR WHIPPY/MRS WHIPPY	Awarded to the hero for earning his/her grade 3 whip proficiency certificate.	13
FLASHING LASH	Awarded to the hero for earning his/her grade 4 whip proficiency certificate.	22
THONG TWACKER	Awarded to the hero for earning his/her grade 5 whip proficiency certificate.	35
CRACKERJACK/CRACKERJANE	Awarded to the hero for earning his/her grade 6 whip proficiency certificate.	42
PURGING SCOURGE	Awarded to the hero for earning his/her grade 7 whip proficiency certificate.	58
WHIPPOPOTAMUS	Awarded to the hero for earning his/her grade 8 whip proficiency certificate.	76
SIR LASHALOT/LADY LASHALOT	Awarded to the hero for earning his/her grade 9 whip proficiency certificate.	88
SCOURGE OF THE GODS	Awarded to the hero for earning his/her full whip proficiency certificate.	100
MEDIOCRE INVOKER	Presented to the hero for grade 1 achievements in Spellcraft.	8
CHARM SCHOOL GRADUATE	Presented to the hero for grade 2 achievements in Spellcraft.	18
SORT-OF SORCERER	Presented to the hero for grade 3 achievements in Spellcraft.	26
GOOD SPELLER	Presented to the hero for grade 4 achievements in Spellcraft.	38
ABRACADABRER	Presented to the hero for grade 5 achievements in Spellcraft.	46
MENTALIST	Presented to the hero for grade 6 achievements in Spellcraft.	54
WHIZZARD/WICKED WITCH	Presented to the hero for grade 7 achievements in Spellcraft.	68
MAGER GENERAL	Presented to the hero for grade 8 achievements in Spellcraft.	78
HARDCORE SORCERER/HARDCORE SORCERESS	Presented to the hero for grade 9 achievements in Spellcraft.	88
MASTER CASTER	Presented to the hero for attaining full command of all aspects of Spellcraft.	100
SURFACE SCRATCHER	Awarded to the hero for earning his/her grade 1 claw proficiency certificate.	3
TALENTED TALONEER	Awarded to the hero for earning his/her grade 2 claw proficiency certificate.	7
NAIL TECHNICIAN	Awarded to the hero for earning his/her grade 3 claw proficiency certificate.	13
NAIL ARTIST	Awarded to the hero for earning his/her grade 4 claw proficiency certificate.	22
SOARING CLAWS	Awarded to the hero for earning his/her grade 5 claw proficiency certificate.	35
ROARING CLAWS	Awarded to the hero for earning his/her grade 6 claw proficiency certificate.	42
CLAWS OF GORE	Awarded to the hero for earning his/her grade 7 claw proficiency certificate.	58
COFFIN NAILER	Awarded to the hero for earning his/her grade 8 claw proficiency certificate.	76
DEVIL'S CLAW	Awarded to the hero for earning his/her grade 9 claw proficiency certificate.	88
SCRATCHMASTER	Awarded to the hero for earning his/her full claw proficiency certificate.	100
FAIR FANNER	Awarded to the hero for earning his/her grade 1 fan proficiency certificate.	3
FAN FANCIER	Awarded to the hero for earning his/her grade 2 fan proficiency certificate.	7
FANCY FAN	Awarded to the hero for earning his/her grade 3 fan proficiency certificate.	13
FANTASIST	Awarded to the hero for earning his/her grade 4 fan proficiency certificate.	22
FAN BELTER	Awarded to the hero for earning his/her grade 5 fan proficiency certificate.	35
DEFANDER OF THE REALM	Awarded to the hero for earning his/her grade 6 fan proficiency certificate.	42
FANDAMENTALIST	Awarded to the hero for earning his/her grade 7 fan proficiency certificate.	58
DIE-HARD FAN	Awarded to the hero for earning his/her grade 8 fan proficiency certificate.	76
FAN ATIC	Awarded to the hero for earning his/her grade 9 fan proficiency certificate.	88
LEVIAFAN	Awarded to the hero for earning his/her full fan proficiency certificate.	100
WHITE BELT	Awarded to the hero for earning his/her grade 1 fisticuffs proficiency certificate.	4
YELLOW BELT	Awarded to the hero for earning his/her grade 2 fisticuffs proficiency certificate.	10
ORANGE BELT	Awarded to the hero for earning his/her grade 3 fisticuffs proficiency certificate.	16
RED BELT	Awarded to the hero for earning his/her grade 4 fisticuffs proficiency certificate.	22
GREEN BELT	Awarded to the hero for earning his/her grade 5 fisticuffs proficiency certificate.	32
BLUE BELT	Awarded to the hero for earning his/her grade 6 fisticuffs proficiency certificate.	42
PURPLE BELT	Awarded to the hero for earning his/her grade 7 fisticuffs proficiency certificate.	55
BROWN BELT	Awarded to the hero for earning his/her grade 8 fisticuffs proficiency certificate.	68
BLACK BELT	Awarded to the hero for earning his/her grade 9 fisticuffs proficiency certificate.	82
TENTH DAN	Awarded to the hero for earning his/her full fisticuffs proficiency certificate.	100
ENERGISER	Presented to the hero for grade 1 achievements in Focus.	4
SURPRISER	Presented to the hero for grade 2 achievements in Focus.	10
CHASTISER	Presented to the hero for grade 3 achievements in Focus.	16
GALVANISER	Presented to the hero for grade 4 achievements in Focus.	22
PRESSURISER	Presented to the hero for grade 5 achievements in Focus.	32
EQUALISER	Presented to the hero for grade 6 achievements in Focus.	42
AGONISER	Presented to the hero for grade 7 achievements in Focus.	55

THE SKILLS (CONTINUED)

NAME	DESCRIPTION	SKILL POINTS
TERRORISER	Presented to the hero for grade 8 achievements in Focus.	68
PULVERISER	Presented to the hero for grade 9 achievements in Focus.	82
ATOMISER	Presented to the hero for fine-tuning his/her Focus to its fully fledged form.	100
SECRET SEEKER	Presented to the hero for grade 1 achievements in Acquisitiveness.	4
GOLD DIGGER	Presented to the hero for grade 2 achievements in Acquisitiveness.	10
BOOTY UPROOTER	Presented to the hero for grade 3 achievements in Acquisitiveness.	16
TROVEHOUND	Presented to the hero for grade 4 achievements in Acquisitiveness.	22
TREASURE HUNTER	Presented to the hero for grade 5 achievements in Acquisitiveness.	32
RECOVERER OF RICHES	Presented to the hero for grade 6 achievements in Acquisitiveness.	42
CACHE MACHINE	Presented to the hero for grade 7 achievements in Acquisitiveness.	55
BONANZER	Presented to the hero for grade 8 achievements in Acquisitiveness.	68
HOARD LORD	Presented to the hero for grade 9 achievements in Acquisitiveness.	82
BULLION BILLIONAIRE	Presented to the hero for advancing her Acquisitiveness to the absolute extreme.	100
SMOOTH MOVER	Presented to the hero for grade 1 achievements in Litheness.	4
DUCK 'N' DIVER	Presented to the hero for grade 2 achievements in Litheness.	10
TUMBLER	Presented to the hero for grade 3 achievements in Litheness.	16
GYMNAST	Presented to the hero for grade 4 achievements in Litheness.	22
ACROBAT	Presented to the hero for grade 5 achievements in Litheness.	32
AERIALIST	Presented to the hero for grade 6 achievements in Litheness.	42
NIMBLE GNOME/NIMBLE NYMPH	Presented to the hero for grade 7 achievements in Litheness.	55
HUMAN DYNAMO	Presented to the hero for grade 8 achievements in Litheness.	68
FEARLESS FLEA	Presented to the hero for grade 9 achievements in Litheness.	82
FLYING WALLENDA	Presented to the hero for developing his/her Litheness to the headiest heights.	100
WHITTLER	Awarded to the hero for earning his/her grade 1 axe proficiency certificate.	3
LOG CHOPPER	Awarded to the hero for earning his/her grade 2 axe proficiency certificate.	7
WOODCUTTER	Awarded to the hero for earning his/her grade 3 axe proficiency certificate.	13
LUMBERJACK/LUMBERJILL	Awarded to the hero for earning his/her grade 4 axe proficiency certificate.	22
TREE SURGEON	Awarded to the hero for earning his/her grade 5 axe proficiency certificate.	35
TOP OF THE CHOPS	Awarded to the hero for earning his/her grade 6 axe proficiency certificate.	42
COPSE KILLER	Awarded to the hero for earning his/her grade 7 axe proficiency certificate.	58
GROVERAZER	Awarded to the hero for earning his/her grade 8 axe proficiency certificate.	76
WOODWRECKER	Awarded to the hero for earning his/her grade 9 axe proficiency certificate.	88
DEFORESTER	Awarded to the hero for earning his/her full axe proficiency certificate.	100
NAIL KNOCKER	Awarded to the hero for earning his/her grade 1 hammer proficiency certificate.	3
HAMMERHEAD	Awarded to the hero for earning his/her grade 2 hammer proficiency certificate.	7
SLEDGE SWINGER	Awarded to the hero for earning his/her grade 3 hammer proficiency certificate.	13
SOUND POUNDER	Awarded to the hero for earning his/her grade 4 hammer proficiency certificate.	22
HEAVY HITTER	Awarded to the hero for earning his/her grade 5 hammer proficiency certificate.	35
HAMMER SLAMMER	Awarded to the hero for earning his/her grade 6 hammer proficiency certificate.	42
IMPACT CRUSHER	Awarded to the hero for earning his/her grade 7 hammer proficiency certificate.	58
BLUNT-FORCE TRAUMATISER	Awarded to the hero for earning his/her grade 8 hammer proficiency certificate.	76
ATOM SMASHER	Awarded to the hero for earning his/her grade 9 hammer proficiency certificate.	88
HAMMER OF THE GODS	Awarded to the hero for earning his/her full hammer proficiency certificate.	100
BRUISER	Presented to the hero for grade 1 achievements in guts.	4
BRAWLER	Presented to the hero for grade 2 achievements in guts.	10
BATTLER	Presented to the hero for grade 3 achievements in guts.	16
CHALLENGER	Presented to the hero for grade 4 achievements in guts.	22
WINNER	Presented to the hero for grade 5 achievements in guts.	32
CHAMPION	Presented to the hero for grade 6 achievements in guts.	42
VANQUISHER	Presented to the hero for grade 7 achievements in guts.	55
CONQUEROR	Presented to the hero for grade 8 achievements in guts.	68
DECIMATOR	Presented to the hero for grade 9 achievements in guts.	82
ANNIHILATOR	Presented to the hero for gilding his/her guts to the greatest possible extent.	100
STRING TWANGER	Awarded to the hero for earning his/her grade 1 archery proficiency certificate.	3
TARGET SHOOTER	Awarded to the hero for earning his/her grade 2 archery proficiency certificate.	7
MARKSMAN/MARKSWOMAN	Awarded to the hero for earning his/her grade 3 archery proficiency certificate.	13
SHARPSHOOTER	Awarded to the hero for earning his/her grade 4 archery proficiency certificate.	22
DEADEYE	Awarded to the hero for earning his/her grade 5 archery proficiency certificate.	35
SNIPER	Awarded to the hero for earning his/her grade 6 archery proficiency certificate.	42
BOW DIDDLY	Awarded to the hero for earning his/her grade 7 archery proficiency certificate.	58
ARROW ARTIST	Awarded to the hero for earning his/her grade 8 archery proficiency certificate.	76
ARCH-ARCHER	Awarded to the hero for earning his/her grade 9 archery proficiency certificate.	88

NAME	DESCRIPTION	SKILL POINTS
SAGITTAREAN	Awarded to the hero for earning his/her full archery proficiency certificate.	100
PYRO PRIVATE	Presented to the hero for grade 1 achievements in Force studies.	4
CORPOREAL CORPORAL	Presented to the hero for grade 2 achievements in Force studies.	10
SNOW SERGEANT	Presented to the hero for grade 3 achievements in Force studies.	16
LOFTY LIEUTENANT	Presented to the hero for grade 4 achievements in Force studies.	22
CLOUDBURST CAPTAIN	Presented to the hero for grade 5 achievements in Force studies.	32
MAGISTERIAL MAJOR	Presented to the hero for grade 6 achievements in Force studies.	42
CREPUSCULAR COLONEL	Presented to the hero for grade 7 achievements in Force studies.	55
BOREAL BRIGADIER	Presented to the hero for grade 8 achievements in Force studies.	68
GEO GENERAL	Presented to the hero for grade 9 achievements in Force studies.	82
STAR MARSHAL	Presented to the hero for fostering a Force skill of ultimate effectiveness.	100
SLIGHT KNIGHT	Presented to the hero for grade 1 achievements in valour.	4
ALRIGHT KNIGHT	Presented to the hero for grade 2 achievements in valour.	10
POLITE KNIGHT	Presented to the hero for grade 3 achievements in valour.	16
LIGHT KNIGHT	Presented to the hero for grade 4 achievements in valour.	22
BRIGHT KNIGHT	Presented to the hero for grade 5 achievements in valour.	32
WHITE KNIGHT	Presented to the hero for grade 6 achievements in valour.	42
RIGHT KNIGHT	Presented to the hero for grade 7 achievements in valour.	55
UPRIGHT KNIGHT	Presented to the hero for grade 8 achievements in valour.	68
OUTRIGHT KNIGHT	Presented to the hero for grade 9 achievements in valour.	82
OUT-OF-SIGHT KNIGHT	Presented to the hero for evolving his/her valour to the point where it cannot be improved.	100
BABY BOOMER	Awarded to the hero for earning his/her grade 1 boomerang proficiency certificate.	3
COMEBACK KID	Awarded to the hero for earning his/her grade 2 boomerang proficiency certificate.	7
BOOMERANGER	Awarded to the hero for earning his/her grade 3 boomerang proficiency certificate.	13
BOOMERANGUTAN	Awarded to the hero for earning his/her grade 4 boomerang proficiency certificate.	22
FINE FLINGER	Awarded to the hero for earning his/her grade 5 boomerang proficiency certificate.	35
PUKKA CHUCKER	Awarded to the hero for earning his/her grade 6 boomerang proficiency certificate.	42
SPIN BOWLER	Awarded to the hero for earning his/her grade 7 boomerang proficiency certificate.	58
THROWSTICK PRO	Awarded to the hero for earning his/her grade 8 boomerang proficiency certificate.	76
WHIRLING DERVISH	Awarded to the hero for earning his/her grade 9 boomerang proficiency certificate.	88
SONIC BOOMERANGER	Awarded to the hero for earning his/her full boomerang proficiency certificate.	100
OPTIMIST	Presented to the hero for grade 1 achievements in Enlightenment.	4
ROMANTICIST	Presented to the hero for grade 2 achievements in Enlightenment.	10
ANTHROPOLOGIST	Presented to the hero for grade 3 achievements in Enlightenment.	16
GEOLOGIST	Presented to the hero for grade 4 achievements in Enlightenment.	22
NATURALIST	Presented to the hero for grade 5 achievements in Enlightenment.	32
OCCULTIST	Presented to the hero for grade 6 achievements in Enlightenment.	42
ILLUMINIST	Presented to the hero for grade 7 achievements in Enlightenment.	55
SOPHIST	Presented to the hero for grade 8 achievements in Enlightenment.	68
THEOLOGIST	Presented to the hero for grade 9 achievements in Enlightenment.	82
POLYMATH	Presented to the hero for achieving the ultimate stage of Enlightenment.	100
WANNABE	Presented to the hero for developing a grade 1 Je Ne Sais Quoi.	4
BIT PLAYER	Presented to the hero for developing a grade 2 Je Ne Sais Quoi.	10
YOUNG HOPEFUL	Presented to the hero for developing a grade 3 Je Ne Sais Quoi.	16
RISING STAR	Presented to the hero for developing a grade 4 Je Ne Sais Quoi.	22
RESPECTED ARTISTE	Presented to the hero for developing a grade 5 Je Ne Sais Quoi.	32
CULT HERO/CULT HEROINE	Presented to the hero for developing a grade 6 Je Ne Sais Quoi.	42
MOVER AND SHAKER	Presented to the hero for developing a grade 7 Je Ne Sais Quoi.	55
BIG SHOT	Presented to the hero for developing a grade 8 Je Ne Sais Quoi.	68
MAJOR PLAYER	Presented to the hero for developing a grade 9 Je Ne Sais Quoi.	82
PHENOMENON	Presented to the hero for developing a Je Ne Sais Quoi so mysteriously alluring that it cannot be outshone.	100
BACKPACKER	Presented to the hero for grade 1 achievements in Ruggedness.	4
HAPPY CAMPER	Presented to the hero for grade 2 achievements in Ruggedness.	10
OUTDOORSMAN/OUTDOORSWOMAN	Presented to the hero for grade 3 achievements in Ruggedness.	16
FOREST DWELLER	Presented to the hero for grade 4 achievements in Ruggedness.	22
WILD CHILD	Presented to the hero for grade 5 achievements in Ruggedness.	32
SURVIVALIST	Presented to the hero for grade 6 achievements in Ruggedness.	42
BUSHCRAFTSMAN/BUSHCRAFTSWOMAN	Presented to the hero for grade 7 achievements in Ruggedness.	55
TALENTED TRACKER	Presented to the hero for grade 8 achievements in Ruggedness.	68
PATHFINDER	Presented to the hero for grade 9 achievements in Ruggedness.	82
KING OF THE JUNGLE/QUEEN OF THE JUNGLE	Presented to the hero for reaching the rampant heights of Ruggedness.	

DRESS UP

Throw on the following outfits, which resemble familiar characters, to get these accolades.

NAME	DESCRIPTION AND EQUIPMENT				
[illegible]	Awarded to the hero for composing a costume bearing an uncanny resemblance to that of the hero of Alefgard.				
	Head: Alefgard helm	Torso: Alefgard armour	Arms: Alefgard gloves	Legs: Alefgard trousers	Feet: Alefgard boots
[illegible]	Awarded to the hero for composing a costume bearing an uncanny resemblance to that of a legendary prince of Midenhall.				
	Head: Midenhall helm	Torso: Midenhall garb	Arms: Midenhall gloves	Legs: Midenhall trousers	Feet: Midenhall boots
[illegible]	Awarded to the hero for composing a costume bearing an uncanny resemblance to that of a proud prince of Cannock.				
	Head: Cannock helm	Torso: Cannock cloak	Arms: Cannock gloves	Legs: Cannock trousers	Feet: Cannock boots
[illegible]	Awarded to the hero for composing a costume bearing an uncanny resemblance to that of a mighty princess of Moonbrooke.				
	Head: Moonbrooke hood	Torso: Moonbrooke dress	Feet: Moonbrooke shoes		
[illegible]	Awarded to the hero for composing a costume bearing an uncanny resemblance to that of plucky palace guard Ragnar McRyan.				
	Head: Ragnar's helm	Torso: Ragnar's armour	Arms: McRyan's Mittens	Feet: highland boots	
[illegible]	Awarded to the hero for composing a costume bearing an uncanny resemblance to that of Zamolxis's beloved young lady, Tsarevna Alena.				
	Head: Alena's hat	Torso: Alena's dress	Arms: Alena's gloves	Legs: Alena's tights	Feet: valenki
[illegible]	Awarded to the hero for composing a costume bearing an uncanny resemblance to that of Borya, Tsarevna Alena's ever-exasperated [illegible].				
	Head: Borya's bouffant	Torso: Borya's robe	Feet: Borya's boots		
[illegible]	Awarded to the hero for composing a costume bearing an uncanny resemblance to that of Kiryl, the palace priest who long adored Tsarevna Alena from afar.				
	Head: Kiryl's kamilavka	Torso: Kiryl's clothes	Legs: Kiryl's trousers	Feet: Kiryl's boots	
[illegible]	Awarded to the hero for composing a costume bearing an uncanny resemblance to that of Taloon, the enterprising merchant of Lakanaba.				
	Head: Torneko's cap	Torso: Torneko's clothes	Legs: Torneko's trousers	Feet: Torneko's sandals	
[illegible]	Awarded to the hero for composing a costume bearing an uncanny resemblance to that of Maya, stunning starlet of the troupe of La Luna Troupe.				
	Head: Maya's mane	Torso: Maya's outfit	Arms: Maya's bracelets	Legs: Maya's bottoms	Feet: Sattriya sandals
[illegible]	Awarded to the hero for composing a costume bearing an uncanny resemblance to that of Bianca, childhood sweetheart and unwavering wife of a hero of old.				
	Head: Bianca's braid	Torso: Bianca's clothes	Arms: Bianca's bracelets	Feet: Bianca's boots	
[illegible]	Awarded to the hero for composing a costume bearing an uncanny resemblance to that of Nera, doting wife and constant companion of a hero of old.				
	Head: Nera's hair	Torso: Nera's dress	Arms: Nera's bracelets	Feet: Nera's boots	
[illegible]	Awarded to the hero for composing a costume bearing an uncanny resemblance to that of Debora, well-styled glamorous spouse of a handsome hero of old.				
	Head: Debora's damasks	Torso: Debora's dress	Feet: highness heels		
[illegible]	Awarded to the hero for composing a costume bearing an uncanny resemblance to that of Carver, a martial artist from a realm of mystery.				
	Torso: Carver's vest	Arms: Carver's bracers	Legs: Carver's shorts	Feet: Carver's shoes	
[illegible]	Awarded to the hero for composing a costume bearing an uncanny resemblance to that of Milly, a demure dream-maker from a realm of legend.				
	Head: Milly's hair	Torso: Milly's clothes	Arms: Milly's bracers	Legs: Milly's pants	Feet: Milly's shoes

DEVIL-MAY-CARE MAGE	Awarded to the hero for composing a costume bearing an uncanny resemblance to that of Ashlynn, a carefree yet crafty conjurer from a realm of reverie.				
	Head: Ashlynn's hair	Torso: Ashlynn's clothes	Feet: Ashlynn's shoes		
RECKLESS ROYAL	Awarded to the hero for composing a costume bearing an uncanny resemblance to that of Kiefer, impetuous prince of a fragmented realm.				
	Head: Kiefer's hair	Torso: Kiefer's clothes	Arms: Kiefer's gloves	Legs: Kiefer's trousers	Feet: Kiefer's shoes
MAYOR'S HEIR	Awarded to the hero for composing a costume bearing an uncanny resemblance to that of Maribel, a high-and-mighty mayor's daughter from a fragmented realm.				
	Head: Maribel's hood	Torso: Maribel's clothes	Feet: Maribel's shoes		
CURSED KING	Awarded to the hero for composing a costume bearing an uncanny resemblance to that of King Trode, the luckless yet lovable monarch of a cursed kingdom.				
	Head: Trodeface	Torso: Trode's robes	Feet: Trode's treads		
THE GUV'NOR	Awarded to the hero for composing a costume bearing an uncanny resemblance to that of Yangus, a kind-hearted, cor-blimey crook from a faraway land.				
	Head: Yangus's titfer	Torso: Yangus's billy	Arms: blindin' bracers	Legs: cor blimey trousers	Feet: bovver boots
HIGHLY STRUNG HEIRESS	Awarded to the hero for composing a costume bearing an uncanny resemblance to that of Jessica, a dainty yet dandy damsel from a faraway land.				
	Head: Jess's tresses	Torso: Jessica's frock	Feet: posh pumps		
TASTY TEMPLAR	Awarded to the hero for composing a costume bearing an uncanny resemblance to that of Angelo, a suave yet tasteless knight from a faraway land.				
	Head: Templar's tresses	Torso: Templar's togs	Arms: Angelo's gloves	Legs: Templar's trousers	Feet: Templar boots
PERSONIFICATION OF PASSION	Awarded to the hero for composing a costume bearing an uncanny resemblance to that of Morrie, a supreme weave of monsters from a rampant pit.				
	Head: Morrie's mullet	Torso: GUSTO garb	Arms: grandissimo gloves	Legs: PASSION tights	Feet: Casanova clogs
FEMME FATALE	Awarded to the hero for composing a costume bearing an uncanny resemblance to that of Fleurette, a wispy swashbuckler from the kingdom of Auldrant.				
	Head: Fleurette's floret	Torso: Fleurette's frock	Legs: Fleurette's chaussettes	Feet: chic chaussures	
BANE OF BARAMOS	Awarded to the hero for composing a costume bearing an uncanny resemblance to that of the hero of a world leveled by a bubble called Baramos.				
	Head: Aliahan headpiece	Torso: Aliahan clothes	Arms: Aliahan gloves	Legs: Aliahan trousers	Feet: Aliahan boots
CHOSEN ONE	Awarded to the hero for composing a costume bearing an uncanny resemblance to that of the hero of the tribal heavenly realm of Zenithia.				
	Head: Zenithian Helm	Torso: Zenithian clothes/Zenithian leotard	Arms: Zenithian gauntlets	Legs: Zenithian trousers/Zenithian leggings	Feet: Zenithian boots
HEAVY MAY GOTHAM	Awarded to the hero for composing a costume bearing an uncanny resemblance to that of a hero who once fought alongside monsters and even befriended a supercat.				
	Head: Gothan turban	Torso: Gothan robe	Arms: Gothan wristbands	Feet: Gothan gumboots	
DREAM WARRIOR	Awarded to the hero for composing a costume bearing an uncanny resemblance to that of the hero of a realm of reverie.				
	Head: Somnia hair	Torso: Somnia clothes	Arms: Somnia gloves	Legs: Somnia shorts	Feet: Somnia boots
ESTARD'S FINEST	Awarded to the hero for composing a costume bearing an uncanny resemblance to that of the hero of a fragmented realm.				
	Head: Estard hood	Torso: Estard clothes	Legs: Estard trousers	Feet: Estard shoes	
TRODAIN ROYAL GUARD	Awarded to the hero for composing a costume bearing an uncanny resemblance to that of a hero from a cursed kingdom who owes nothing whatsoever to Princess Medea.				
	Head: Trodain bandana	Torso: Trodain togs	Legs: Trodain trousers	Feet: Trodainers	

DRESS UP (CONTINUED)

STELLA ARTISTE	Awarded to the hero for composing a costume bearing an uncanny resemblance to Stella's stunning outfit.					
	Head: stellar starflower	Torso: stellar suit	Legs: stellar stockings	Feet: Blahnolo Maniks	Accessory: (anything for females/Wear-With-All Award for males)	
STEREOTYPICAL SAGE	Presented to the hero for putting together the outfit of a sage who looks strangely familiar...					
	Head: Minerva's mitre/canny cap	Torso: sage's robe/ maiden's mantle	Legs: (anything)/green tights	Feet: clever clogs/shaman shoes		
EXEMPLARY LUMINARY	Presented to the hero for putting together the outfit of a luminary who looks strangely familiar...					
	Head: top hat/ ravishing ribbon	Torso: star's suit/ superstar's suit/tint-tastic tutu	Legs: white tights/ (anything)	Feet: bardic boots/crimson boots		
TEXTBOOK TROOPER	Presented to the hero for putting together the outfit of a warrior who looks strangely familiar...					
	Head: warrior's helm/ (anything)	Torso: warrior's armour/Femiscyran mail	Arms: warrior's gloves/ Femiscyran fingerwear	Legs: warrior's trousers/Femiscyran bottoms	Feet: warrior's boots/ Femiscyran footwear	
PROTOTYPICAL PRIEST	Presented to the hero for putting together the outfit of a priest who looks strangely familiar...					
	Head: holy hat/ hermetic hat	Torso: ascetic robe or saintly robe/ priestess's pinafore	Feet: frugal footwear/sheepskin shoes			
MODEL MINSTREL	Presented to the hero for putting together the outfit of a minstrel who looks strangely familiar...					
	Head: feather headband/circlet	Torso: flamenco shirt/ dancer's dress	Legs: loud trousers/fancy pants	Feet: acroboots/starlet sandals		
STOCK STEALER	Presented to the hero for putting together the outfit of a thief who looks strangely familiar...					
	Head: thief's turban/ disturbin' turban	Torso: rogue's robes/ roguess's robes	Arms: lockpicker's mitts/ fingerless gauntlets	Legs: nicker's knickers/ nicker's knickers	Feet: bandit boots/sneakers	
FAVIATOR	Presented to the hero for putting together the outfit of a gunslinger who looks strangely familiar...					
	Weapon: (anything) Shield: (anything)	Head: battler's band/ battler's band	Torso: tactical vest/ brawling byrnie	Arms: metallic mitts/ metallic mitts	Legs: battle britches/ (anything)	Feet: payback pumps/ payback pumps
EVERYDAY KNIGHT	Presented to the hero for putting together the outfit of a paladin who looks strangely familiar...					
	Head: mail coif or mythril coif/(anything)	Torso: holy mail/holy femail	Arms: (anything)/light gauntlets	Legs: red tights/ chainmail socks	Feet: safety shoes or safer shoes or safest shoes/ saintly sollerets	
PARADIGMATIC PUGILIST	Presented to the hero for putting together the outfit of a martial artist who looks strangely familiar...					
	Torso: tussler's top/ strongsam	Arms: bruiser's bracers/(anything)	Legs: tussler's trousers or slick slacks/slick slacks	Feet: kung fu shoes or wu shoes/she-fu shoes		
AVERAGE ARMAMENTALIST	Presented to the hero for putting together the outfit of a commonfolk who looks strangely familiar...					
	Head: musketeer hat/ cavalier hat	Torso: fencing jacket/ fencing frock	Arms: gorgeous gloves/ mental mittens	Legs: swordsman's slacks/(anything)	Feet: cowboy boots/hip boots	
CLASSIC CASTER	Presented to the hero for putting together the outfit of a mage who looks strangely familiar...					
	Head: hocus hat/ tricky turban	Torso: Fizzle-retardant suit or Fizzle-proof suit/ Fizzle-retardant blouse	Legs: wizard's trousers or blessed bottoms/ sorcerer's slacks	Feet: wizard willies/siren sandals		
REGULAR RANGER	Presented to the hero for putting together the outfit of a ranger who looks strangely familiar...					
	Head: hunter's hat/ ear cosy	Torso: fur vest/ nomadic deel	Arms: archer's armguard/ (anything)	Legs: steppe steppers/ (anything)	Feet: agiliboots/hiking boots	

SAVING THE WORLD

Finish the game in a particular time or reach certain achievements to earn the following accolades.

NAME	DESCRIPTION
LIGHT-SPEED CHAMPION	Awarded to the hero for saving the world in ultra-quick time.
HOT TO TROT	Awarded to the hero for saving the world in double-quick time.
SLEEPER ON THE JOB	Awarded to the hero for eventually saving the world, even if it does seem like he/she might have fallen asleep at least once while doing it…
EASY RIDER	Awarded to the hero for refusing to feel any unnecessary urgency, and saving the world in his/her own sweet time.
EXTERMINATOR	Awarded to the hero for saving the world, and taking as many monsters as mortally possible down while doing it.
SHOPAHOLIC	Presented to the hero for deciding that if he/she absolutely had to save the world, he/she was going to put some serious time into finding just the right outfit to do it in.
PACIFIST	Presented to the hero in recognition of his/her efforts to save the world with the minimum amount of bloodshed necessary.
SOCIALITE	Awarded to the hero for saving the world in the constant company of close friends and allies.
PHILANTHROPIST	Presented to the hero for not only saving the world, but also helping countless troubled souls he/she met along the way while doing so.
CARTOGRAPHER	Awarded to the hero to commemorate his/her having completed a considerable number of grottoes while saving the world.
MIGHTY INVITER	Presented to the hero for encouraging a vast number of visitors to enjoy the world he/she went to so much trouble to save.
ENTITLED ADVENTURER	This title is bestowed upon the hero for accumulating an incredible number of accolades while still finding the time to save the world.
COMPLETELY POTTY	Awarded to the hero in recognition of the incredible amount of alchemy he/she managed to fit in while saving the world.
ZOOLOGIST	Presented to the hero in recognition of his/her efforts to encounter an extraordinary number of uncommon animals on his/her quest to save the world.
PUNCHBAG	Presented to the hero for persevering in his/her efforts to save the world, despite numerous humiliating defeats along the way.
SNAPPY DRESSER	Awarded to the hero for using the opportunity of saving the world to fit in a good deal of shopping, and try on a whole host of incredible outfits.
RECIPE RESEARCHER	Presented to the hero for scouring the bookshelves of the land, and cooking up a considerable number of the recipes he/she found before finally saving the world.
MONEYBAGS	Presented to the hero for realising that the saviour of the world would need to put aside a sizeable nest egg for his/her retirement.
GRIEVOUS ANGEL	Awarded to the hero for persisting in saving the world, despite being beaten senseless more than a few times in the process.
MONSTER MASHER	Presented to the hero for never being too busy to give a few monsters a hiding while on his/her way to save the world.
FLEET COMPLETER	Awarded to the hero for saving the world quite quickly.
STEADY EDDIE/STEADY EDWINA	Awarded to the hero for saving the world quite slowly.
PARTY HOPPER	Presented to the hero for saving the world, and making sure he/she made a fair few friends while doing so.
IMMACULATE COMPLETION	This accolade is awarded to the hero for proving his/her invincibility by saving the world without once being defeated.
GUARDIAN ANGEL	Awarded to the hero for forsaking his/her wings and halo to take on mortal form and fulfill his/her destiny to save the world.
LIONHEART	Awarded to the hero for forsaking his/her wings and halo to take on mortal form and fulfill his/her destiny to save the world.
SENT FROM ABOVE	Awarded to the hero for forsaking his/her wings and halo to take on mortal form and fulfill his/her destiny to save the world.
WATCHED-OVER ONE	Awarded to the hero for forsaking his/her wings and halo to take on mortal form and fulfill his/her destiny to save the world.
STORIED SAVIOUR	Awarded to the hero for forsaking his/her wings and halo to take on mortal form and fulfill his/her destiny to save the world.

OFFICIAL STRATEGY GUIDE

Written by Michael Lummis and Michael Owen

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ISBN 13: 978-0-7440-1238-5

ISBN 10: 0-7440-1238-4

UPC Code: 7-52073-01238-0

Printing Code: The rightmost double-digit number is the year of the book's printing; the rightmost single-digit number is the number of the book's printing. For example, 10-1 shows that the first printing of the book occurred in 2010.

13 12 11 10 4 3 2 1

Printed in the USA.

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BASED ON A GAME RATED BY THE ESRB — EVERYONE 10+ — E — 10+

$19.99 USA/$22.99 CAN

ISBN-13: 978-074401238-5
ISBN-10: 074401238-4

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